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FIFA WORLD CUP GERMANY 2006

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REVIEWED

**ME & MY
KATAMARI**

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PREVIEWED

**JUICED:
ELIMINATOR**

Not the juice you're used to!

TUTORIAL

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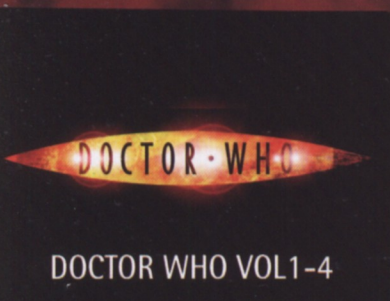
The League of Gentlemen

SERIES 1



the office

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Doctor Who Series 1-4



Bottom Series 1



League of Gentlemen Series 1



Little Britain Series 1&2



Catherine Tate Series 1



IF IT'S ON PSP IT'S IN **PURE**



It's off to the World Cup we go this issue, with our exclusive first review of the official game from EA, *FIFA World Cup Germany 2006*.

According to our resident football fanatics, this is the football game to play on the PSP. Strong recommendation indeed, given how fanatical some of our staff are when it comes to the beautiful game. Let's just say that they think nothing of standing around freezing their nethers off in full kit every weekend, just for the brief sniff of goal-scoring glory.

For those of us wishing to avoid the summer's sporting festivities, the good news is that such delights as the newly revitalised *Juiced*, the quirky *Me & My Katamari* and the finger-blistering *Viewtiful Joe* are thankfully going to make for plenty of entertainment away from the pitch. And let's not forget that we are also on the eve of this year's E3 show, so expect plenty of gaming goodness to be announced along with the usual surprises.

Add to all of this a glorious free Official Fifa World Cup Wall Planner for all of our UK readers and it is easy to see why PURE remains the world's best PSP magazine. Just for fun we've already had a go at filling out our chart, and can exclusively reveal that according to PURE's predictions Brazil have won the cup... again. Gah! Even when we make the scores up, we still can't end those 40 years of hurt. Oh well, such is life when you're British, and there's always Wimbledon to look forward to I suppose...

Marc



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20 FIFA WORLD CUP GERMANY 2006

World beater or Sunday morning kick about?
Either way you know it's going to be the
biggest game on PSP this summer.
Check out the exclusive review inside...

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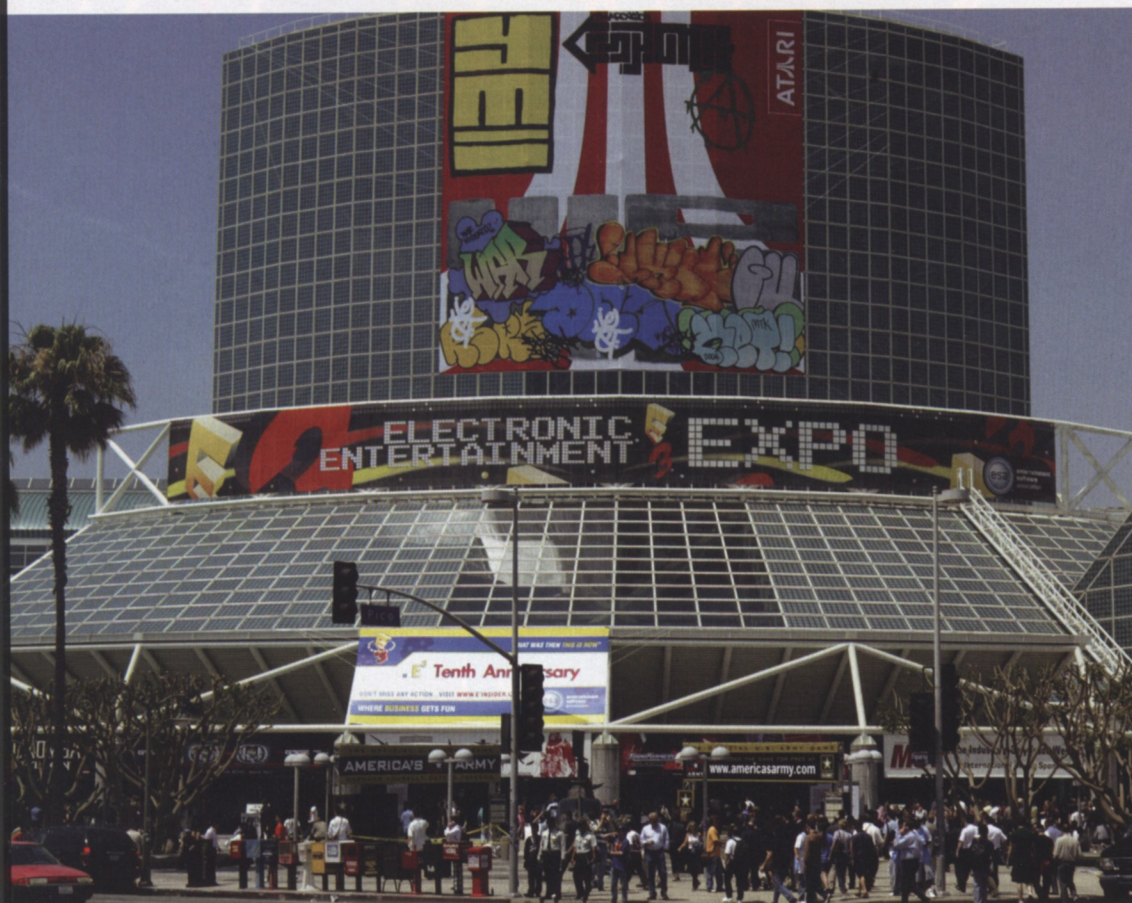
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LIKE A GIANT POLARISED LENS GAZING INTO THE TROUT LAKE OF GAMING... OR SOMETHING

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E3 2006 LINE-UP ANNOUNCED

THE FIRST FACTS ON THE BIGGEST TRADE SHOW OF THE YEAR

Yes folks, it's that time of year again. The 12th annual Electronic Entertainment Expo, or E3 to everyone else in the world, will run on the 10-12 May this year, and the Entertainment Software Association has announced that it has sold out all 540,000 square feet of floor space. Held at the Los Angeles Convention Center and spread across five exhibit halls, E3 is the biggest videogames trade show in the world. The 2006 show

an unparalleled view of the business of games."

So who's going to be sharing their brand new wares at this year's Expo? We've got the details on what's been confirmed so far. As always with E3 there will be a few surprises, and this is by no means the final list of what we will be seeing there. Don't forget to check out next issue for all the details on the show stoppers.

"THE FIRST PLACE TO SEE THE MOST ANTICIPATED NEXT-GENERATION HARDWARE AND SOFTWARE TITLES"

will feature more than 400 exhibitors.

Douglas Lowenstein, president of the ESA, describes the show as "the first place to see the most anticipated next-generation hardware and software titles, and the best place to learn about the industry through its unrivalled conference program. E3Expo 2006 will offer attendees

10TACLE STUDIOS

- Elveon (PC, X360)
- GTR 2 - FIA GT Racing (PC)

ATLUS SOFTWARE

- Contact (DS)
- Steambot Chronicles (GBA)
- Super Robot Taisen: Original Generation (GBA)

BUENA VISTA GAMES

- Pirates Of The Caribbean 3 (PS3, X360)
- Turok Next (PS3, X360)

CAPCOM ENTERTAINMENT

- Capcom Puzzle World (PSP)
- Dead Rising (X360)
- Lost Planet (X360)
- Mega Man Battle Network 6: Cybeast Falzar (GBA)
- Mega Man Battle Network 6: Cybeast Gregar (GBA)
- Monster Hunter Freedom (PSP)
- OKAMI (PS2)
- Power Stone Collection (PSP)
- Street Fighter Alpha Anthology (PS2)
- Ultimate Ghosts 'N Goblins (PSP)

CODEMASTERS

- Micro Machines V4 (PS2, PSP, DS, PC)
- Dance Factory (PS2)
- Sensible Soccer (PS2, Xbox, PC)
- Maelstrom (PC)
- Archlord (PC)

CRAVE ENTERTAINMENT

- Hard Rock Casino (PS2, PSP)
- World Championship Poker: Featuring Howard Lederer "All In" (PS2, PSP, X360)



"I don't want to end up playing sub-par games just because I'm on a handheld"

.Didier Malenfant Ready At Dawn Page 11

PS3 WATCH



Watch this space for the latest news from Sony's next-gen scene

We've been holding our breath and hoping for some time, and now Sony has confirmed it: the PS3 will be region-free for gaming. Sony Computer Entertainment Worldwide Studios President Phil Harrison has confirmed the move, which is partially due to the hope that opening up the region structure will lead to a reduction in piracy, as gamers will not need to 'chip' their consoles in order to play imported games. Keeping things region-free will also give publishers the ability to release games simultaneously across the globe. However, some problems may be encountered due to specific regions' varying electrical and TV standards, for example the difference between PAL and NTSC TV sets.

PLAY IT FORWARD

The latest games on the way to the PS3

Unreal Tournament 2007

Publisher: Midway



Codenamed 'Envy', the sequel to *Unreal Tournament 2004* is set to feature new maps and vehicles, with Deathmatch,

Team Deathmatch, Capture The Flag, Onslaught and Unreal Warfare having been confirmed as game modes.

Resident Evil 5

Publisher: Capcom



Set after the events of *Resident Evil 4*, this new instalment will take place in a desert setting, inspired by the movie *Black Hawk Down*. It has been hinted that the game will see a major turning point for the series' overall storyline.

WWE Smackdown! Vs Raw 2007

Publisher: THQ



The latest sweaty wrestling fest will feature an intense new fighting area outside the ring, new high-

impact combo moves and an enhanced Season Mode with multiple branching storylines, as well as updated player rosters and voice chat support.

Also announced as we went to press: Square Enix will be bringing *Final Fantasy* to the PS3. Watch this space for more news on this as it becomes available.

STATISTICALLY SPEAKING

35%

of parents play video games with their kids

OUT OF FOCUS

Stuff you need to know about this month



04 MAY

Tom Cruise returns to cinema screens in *Mission: Impossible 3*.

17 May

The UEFA Champions League final takes place at the Stade de France in Paris.

19 MAY

Time to go and see the film of the court case of *The Da Vinci Code*.

20 MAY

It's Eurovision Song Contest time again in Athens, Greece.

26 MAY

X3: The Last Stand claws its way into a cinema near you.



D3 PUBLISHER OF AMERICA

- Dark Sector (PS3, X360)
- DreamWorks & Aardman's Flushed Away (Cube, DS, GBA, PS2)
- Naruto: Clash Of Ninja 2 (Cube)
- Naruto: Ninja Council (GBA)
- Hi Hi Puffy AmiYumi: The Genie And The Amp (DS)

EIDOS INTERACTIVE

- Hitman: Blood Money (PC, PS2, Xbox, X360)
- Just Cause (PC, PS2, Xbox, X360)
- Rogue Trooper (PC, PS2, Xbox)
- Urban Chaos: Riot Response (PS2, Xbox)

KOEI

- Fatal Inertia (PS3)

LUCASARTS

- Indiana Jones (Platforms TBC)
- LEGO Star Wars II: The Original Trilogy (Platforms TBC)

MICROSOFT

- Crackdown (X360)
- Gears Of War (X360)
- Mass Effect (X360)
- N3: Ninety-Nine Nights (X360)
- Too Human (X360)
- Viva Piñata (X360)

MIDWAY GAMES

- The Ant Bully (GBA, PC, PS2)
- The Grim Adventures Of Billy And Mandy (GBA, PC, PS2)
- Happy Feet (GBA, PC, PS2)
- The Lord Of The Rings Online: Shadows Of Angmar (PC)

- MLB SlugFest 2006 (PS2, Xbox)
- Mortal Kombat: Armageddon (PS2, Xbox)
- Mortal Kombat: Unchained (PSP)
- NBA Ballers: Phenom (PS2, Xbox)
- NBA Ballers: Rebound (PSP)
- Rise & Fall: Civilizations At War (PSP)
- Rush (PSP)
- SpyHunter: Nowhere To Run (PS2, Xbox)
- Stranglehold (PS3, X360)
- Unreal Tournament 2007 (PC, PS3)

NINTENDO

- The Legend Of Zelda: Twilight Princess (Cube)

SEGA

- Chrome Hounds (X360)
- Phantasy Star Universe (PC, PS2)
- Sonic The Hedgehog (PS3, X360)
- Super Monkey Ball Adventure (Cube, PS2, PSP)

SNK PLAYMORE

- King Of Fighters 2006 (PS2)
- Metal Slug (GBA)
- Metal Slug Collection (PSP)

SONY ONLINE ENTERTAINMENT

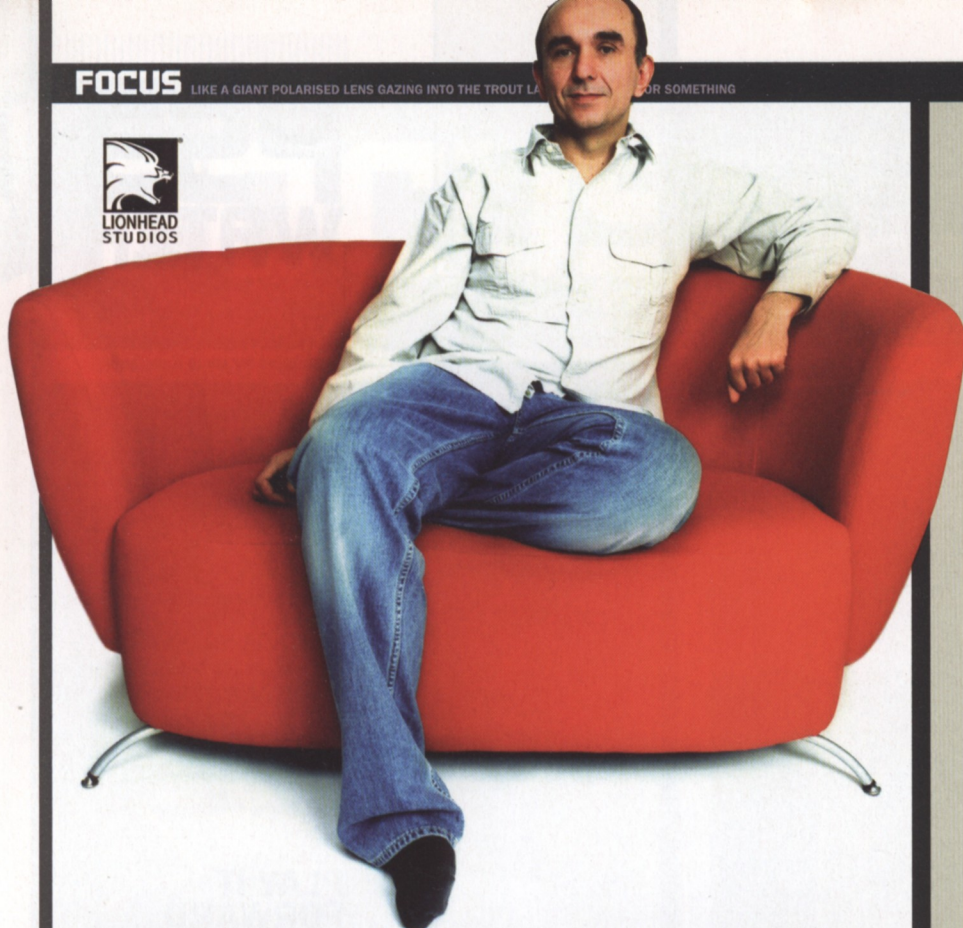
- Field Commander (PSP)
- Gods & Heroes: Rome Rising (PC)
- Untold Legends: Dark Kingdom (PS3)

UBISOFT

- Lumines 2 (PSP)

VIVENDI UNIVERSAL GAMES

- Scarface: The World Is Yours (PC, PS2, Xbox)



MICROSOFT ACQUIRES LIONHEAD STUDIOS

PETER MOLYNEUX TO CREATE EXCLUSIVE CONTENT

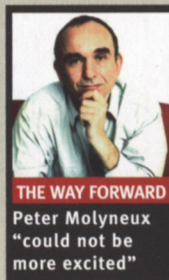
Microsoft Game Studios has purchased *Black & White* and *Fable* creators Lionhead Studios for an undisclosed sum. Led by influential industry veteran Peter Molyneux OBE, the Guildford-based studio released *The Movies* and *Black & White 2* in 2005.

Lionhead Studios is now set to begin creating exclusive content for the Xbox 360 and Microsoft Windows platforms. The two companies have previously collaborated on the best-selling *Fable* for the Xbox and the subsequent *Fable: The Lost Chapters* for Xbox and Windows.

Shane Kim, general manager of Microsoft Game Studios, describes Peter Molyneux as "one of the few true visionaries in our industry... his joining us is incredibly

important to the future of both interactive entertainment and MGS. Lionhead is a shining example of the innovative and creative talent that has delivered some of the most influential and unique games experiences to date, and I am honoured to welcome Peter and the incredible people at Lionhead Studios."

Molyneux says that the studio "could not be more excited about being part of MGS. They have long supported our creative vision... This acquisition gives Lionhead the stability and opportunity to focus on creating world-class next-generation titles. We are joining some of the most incredible game creators in the industry, the combined talent of which will truly take next-generation gaming to a new level."



THE WAY FORWARD
Peter Molyneux
"could not be more excited"

BITESIZE

Ten-second stories

A CHINESE REVOLUTION

Chinese games market set to see rapid growth



The Chinese games market is expected to surpass \$760 million by the end of this year, with 95% of these revenues expected to

come from the ever-growing online market. The country is set to make its way into the worldwide top ten by 2010. This prediction has been made by Pearl Research, a San Francisco-based intelligence and consulting firm that focuses on the interactive entertainment market.

According to Allison Luong, Managing Director of Pearl Research, "The Chinese online games market is expected to cross the \$1 billion mark by 2009, driven by the addition of new Internet users and a growing casual games market." Their findings have shown that less than 3% of China's population (25 million) actually plays games, making the predicted figures all the more impressive.

JUSTICE FOR THE PSP

Superheroes heading this way



Warner Bros Interactive has announced that *Justice League Heroes* will be coming to the PSP, as well as the Xbox and

PS2. The game is being developed by Snowblind Studios (*Baldur's Gate: Dark Alliance*, *Champions Of Norrath: Realms Of EverQuest*), with *Justice League* veteran and Emmy nominee Dwayne McDuffie penning the original storyline.

An action adventure game with role-playing elements, *Justice League Heroes* will feature a host of characters including Superman, Batman, Green Lantern, The Flash, Wonder Woman, Manhunter and Zatanna, plus other unlockable *Justice League* superheroes. Each character will possess their own upgradeable superpowers and the game is also set to feature destructible environments and a co-operative two-player mode. Jason Hall, Senior Vice President of Warner Bros Interactive, has said that *Justice League Heroes* will utilise "Snowblind's innovative gameplay technologies and the respected story writing of Dwayne McDuffie to bring fans and gamers some of the best superhero battles in the universe."

Justice League Heroes is slated for an Autumn 2006 release.

SWAGBAG

GRAB YOURSELF SOME FREE GOODIES COURTESY OF PURE



ROLL ME UP!

The King of All Cosmos has been causing trouble again, so it's time for more silly ball-rolling fun with the diminutive Prince as he tries to clean up the chaos caused by the troublesome Royal. And thanks to those roly-poly folks over at EA, we've got three copies of the weird and wacky *Me & My Katamari* to give away.



To be in with a chance of winning, simply answer the following question:

Which of the following is a roly-poly?

- A: Handstand
- B: Somersault
- C: Star-jump

Please mark your entry 'Roll Me Up'.

Closing date 23 May. For address details and terms and conditions please see page 97

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ATARI

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ONLY FOR
PSP

GAMES GOB

THE VOICE OF UNREASON



TIME AT THE BRA PLEASE!

Through the years, Lara Croft has probably induced more groans from male games players than the mustachioed Mario has laid pipe. She is certainly one of the most instantly recognizable icons of the games world, and one of the few to truly transcend her pixelated roots by being welcomed with open arms into the mainstream media consciousness. But sometimes you simply have to accept that enough is enough. That the horse laying dead at your feet has been sufficiently flogged and that time moves on. And so, as I sat at a recent games awards ceremony, there was something a little cringe worthy and uncomfortable about watching the evening's host try to raise an ovation for "Lara Croft!" as the latest Croft unoriginal dragged her D-Cups onto the stage in full regalia, complete with Union Jack t-shirt. A hype-weary industry raised a moderate welcome for former Topshop assistant Karima Adebibe as she pouted for the cameras before presenting some award

SOMETIMES YOU SIMPLY HAVE TO ACCEPT THAT ENOUGH IS ENOUGH. THAT THE HORSE LAYING AT YOUR FEET HAS BEEN SUFFICIENTLY FLOGGED

or other, but really, with over a decade passed since the first *Tomb Raider* game, is this the best that a supposedly creative industry like ours can do to liven up an evening's event? I can't help feeling that the *Tomb Raider* franchise has become like some rotting old zombie that keeps getting dug up by its necromantic master for one more brain-sucking outing when really it should be allowed to just rest in piece with some dignity. But no, on top of 'Lara's' appearance at the awards, I also received a press release the next morning informing me that she has now been awarded a Guinness World record as 'Most Successful Human Videogame Heroine!' Amazing timing too, just as *Legends* is hitting the shops. You couldn't make it up.

"So..." I hear you wondering, if the Croftmeister got the first award, then who won 'Most Successful Non-Human Videogame Heroine'? Well, that one went to Ms PAC-MAN, although the recipients of 'Most Successful Videogame Hero With A Moustache' and 'Most Blood Ever Squeezed From One Rather Dry Videogame Stone' still haven't been decided as yet.

Once again the Lara bandwagon rolls into town. Buy it, don't buy it. What do I care? I just look at the pictures like everybody else.



Something to Crow About

New weapons platform is based on FPS controls

It seems that videogames can in fact save your life, if the US military is anything to go by. The US Army has developed a new weapons platform that aims to mimic the controls used in First Person Shooters, allowing the operation of vehicle-mounted machine guns and grenade launchers from the safety of the vehicle's interior.

The Common Remotely Operated Weapons Station, or CROWS, has been produced by Recon Optical, Inc, and is controlled from inside the vehicle on which it is mounted via a joystick and video display. CROWS also features a built-in laser range finder, thermal night vision and a stabiliser mechanism that allows for more accurate fire while the vehicle is in motion.

Video streaming allows gunners to pan 360 degrees and zoom in on targets while

on the move, with the weapon's point of aim being adjusted by the ballistic computer. The system, which has displayed 98% accuracy, is able to identify, target and destroy enemy elements, conducting surveillance operations from several kilometres away.

According to US Army Sgt 1st Class Sam Cottrell, CROWS Fielding Center NCO in charge, "the primary purpose of the CROWS is to get the gunner out of the turret where he is exposed to enemy fire and fragmentation and get him down inside the vehicle for protection."

The US Army is hoping to obtain over 9,000 of the \$260,000 systems, which have proved to be very popular with enlisted gamers, and it certainly beats sitting on top of an armoured vehicle waiting for the enemy to spot you. Next stop, *Ghost Recon* tournaments to be used in army recruitment procedures, *Halo*-playing in the mess hall and standard issue *Super Mario Bros*.

GTA ON THE GO GETS BUS DRIVER THE CHOP

Not quite the ideal time for portable play



Bored at work? Want to liven up your day by snatching a quick go on your PSP? Not such a great idea

if you happen to be a bus driver, but Blackburn Transport employee Steve Allcock apparently thought that a bit of *GTA* on the job wouldn't do any harm.

Complaints from passengers led the company to check CCTV footage, which showed that Allcock had a PSP wedged between his knees. Passengers reported that "the screams of characters being shot could be heard all around the bus," alleging that Allcock not only played the game while waiting at stops and traffic lights, but also while driving along icy roads on the busy Accrington to Blackburn route. The matter has been referred for police investigation, which may result in prosecution for motoring offences. When contacted by the PURE newshounds, Blackburn Transport refused to comment on the matter.

RUMOUR ROUND-UP



■ It looks like the PSP may yet get a keyboard attachment. In last issue's Browser section, we brought you news on the fact that the production of Logic 3's PSP keyboard is currently on hold, but it is now being reported that Sony has filed patents for two new add-ons for the PSP: a keyboard and a mobile phone attachment. It looks like that keyboard accessory we're all dying to get our hands on might see the light of day yet.

■ Those Firmware 3.0 rumours are still going strong, with the latest views from the rumour mill suggesting that Sony will be adding various PDA-style functions, such as an organiser, alarm clock, graphics software and the ability to purchase and download music from the Sony Music Store. While these rumours are currently nothing more than speculation, the thought of our PSPs getting us to work on time is all right by us.

SITUATIONS VACANT

WANT TO WORK FOR EVOLVE?

2006 promises to be an exciting year for the publishers of PURE magazine and as such we are always on the look out for new talent to join our teams on future launches and projects. If you are an editor, writer, designer or programmer and think that you have what it takes to work for a dynamic young publishing company, then we would love to hear from you. Just send a CV and recent examples of work to the magazine address on page 97.

We look forward to hearing from you.

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Prisoners in Oregon now have something new to twiddle with



OREGON PRISONERS GET THEIR HANDHELD

Reward system allows inmates to get their gaming fix

Felons in the Oregon prison system are being given access to handheld games consoles as part of a scheme that rewards good behaviour. Inmates whose disciplinary records have been clean for 18 months are given the right to purchase small handheld consoles manufactured by US company dreamGEAR. The consoles cost \$35 each, display graphics that resemble those seen in the mid 1980s and come with 50 simple games that can be played through small TVs fixed inside inmates' cells.

The gadgets have been introduced as part of a broader non-cash incentive system that aims to prepare prisoners for life beyond bars and keep prisoners out of trouble. After six months of clean contact, inmates are able to purchase a 7-inch LCD screen with a cable link-up, by working to earn the \$300 price. A clean six-month record also grants the right

to purchase CD players and access social groups and clubs. After 18 months, further incentives are introduced, such as extended visiting hours. The system was introduced after legal changes introduced minimum sentences for some crimes, meaning that 40% of prisoners in the Oregon system would be unable to earn a sentence reduction through good behaviour.

According to Perrin Damon of the Oregon Department of Corrections, the intention is to help prisoners to "gravitate towards the pro-social behaviours critical to successful transition back to the community." Statistics have shown a decline in misconduct reports, assaults on wardens and fights among prisoners since the scheme was introduced, despite an increase in the number of prisoners within the Oregon state system.

BOX CLEVER? NOT FOR THESE TEENS

Super Mario pick-up prank causes panic

An April Fool's joke backfired somewhat when five teenage girls from Ravenna, Ohio, found themselves facing the prospect of criminal charges after staging a real-life version of *Super Mario Bros*, which resulted in the bomb squad being called.

The Portage County Hazardous Materials and Bomb Detection Unit were called after residents were alarmed by 17 suspicious-looking packages. The boxes were wrapped in gold paper, with question marks spray painted on. They were found at a church, a pastry shop, a local library, a street corner, a high school, a house and even at the local courthouse.

The girls, aged 16 and 17, said that they had made and placed the packages after finding an Internet site that included step-by-step instructions for creating replicas of

the blocks featured in the game. They may now face criminal charges from the Ravenna Police Department and the Portage County Prosecutor's Office.

These girls are by no means the first people to try a spot of real life *Super Mario Bros*. The site that gave them the idea, which offers step-by-step instructions for making your own real life question blocks, features photographs sent in from various different parts of the US by intrepid power-up makers.

The owners of the website are keen to clarify the fact that the game was not intended to cause any alarm, but was simply an attempt to make people smile, adding that they are "deeply sorry that things are not working out in Ravenna."



HOW CRAZY ARE YOUR LEGS?

Putting the B in PSP

Sony Computer Entertainment has announced the release of *B-Boy* for the PSP and PS2.

Developed by FreeStyle Games, in collaboration with DJ Hooch and Rock Steady Crew founder Crazy Legs, the game will use a dynamically controlled fighting system to help you battle some of the best b-boys on the planet. Master more than 800 moves as you progress from street battles to the world championships.

B-Boy is set for a September 2006 release.



BITESIZE

Ten-second stories

DAXTER DEVELOPER SPEAKS HIS MIND

Ready At Dawn co-founder calls for better PSP development



Didier Malenfant, of *Daxter* developers Ready At Dawn Studios, has said that developers need to stop making excuses for

producing handheld games that aren't up to scratch.

Malenfant believes that the games available for the PSP just aren't up to the same standards as their console counterparts, saying that "up until now, there hasn't been any title that really gives you the same kind of experience you could find on the PS2."

According to Malenfant, "Everything is compromised, and it bugs the hell out of me when you hear a lot of developers saying 'Well, we can't do this that way because it's a handheld game,' or 'We can't do this because it doesn't have a second analogue stick.' Those are all excuses..."

Talking about *Daxter*, Malenfant described the game as "something that shows that, for the first time, this is a handheld that can give you the same experience you'd find on a home console. For me that's terribly exciting... I don't want to end up playing sub-par games just because I'm on a handheld."

MORE GTA ON THE WAY?

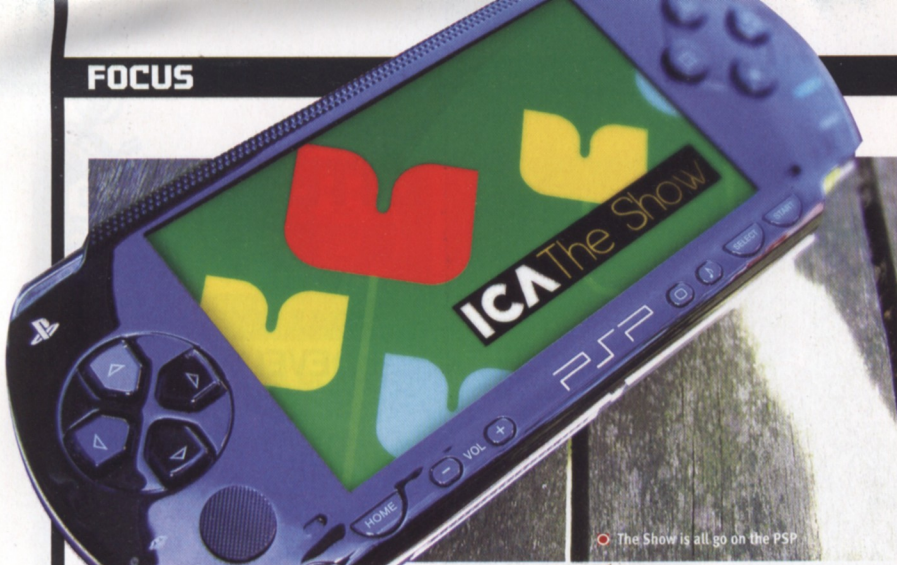
Vice City Stories may well be in the works

What do you get if you put *Vice City* and *Liberty City Stories* in a blender? *Vice City Stories*, if Rockstar's current antics are anything to go by.



The *Grand Theft Auto* developer has just filed three new applications with the US patent office: one refers to a game, the second is applying for the right to use the name for merchandising purposes and the third hints that a *Vice City Stories* film or TV show may just be in development.

Could it be that *Vice City Stories* is coming soon to a PSP near you? We'll bring you more news on this as soon as we have it.



The Show is all go on the PSP

THE SHOW MUST GO ON

London's ICA brings video magazine to the PSP

London's Institute of Contemporary Arts is offering ten-minute arts bulletins for PSP users to download via Sony's yourpsp.com website. *ICA: The Show* is a bi-monthly video magazine that aims to explore the working methods, philosophies and styles of film makers, artists, designers and musicians. Each episode will be divided into four segments, concentrating on features, film, music and design.

The ICA is working with Sony and UK video collective Flat-e, aiming to create a unique experience for PSP users. The ICA's artistic director, Ekow Eshun, describes the

initiative as "putting arts and culture directly in people's hands," saying that "With *ICA: The Show*, we're identifying the best in contemporary culture and connecting with the huge audience of PSP users."

Sarah Weir, Executive Director of the Arts Council England, says that the project "will provide PSP users with an up to the minute guide to the best of contemporary culture," while David Lammy, Minister for Culture, hopes that *The Show* will "represent a pivotal development for culture in the UK, offering a generation of games players the opportunity to access high-quality information about the arts at the touch of a button." You can find out more for yourself at www.ica-theshow.com.

SEGA SNUGGLES UP TO NINTENDO

Old feuds forgotten as rivals plan Revolution

Way back in the era of SNES vs Mega Drive, we never thought that we'd see Sega and Nintendo teaming up for a joint venture.

But it looks like the console wars of old are water under the bridge, with Sega announcing that it will be making a host of classic titles available for download as part of the Virtual Console system for Nintendo's Revolution. Owners of the next-gen console will be able to relive the halcyon days of gaming gone by. More than 1,000 games from the huge catalogue of Mega Drive, NES and SNES games will be made

available for download, with Sega planning to provide a 'best of' selection. That said, the Virtual Console service will not be used exclusively for retro games, with Nintendo stating its intention to use the service to distribute new, original content. Naoya Tsurumi, CEO of Sega of America Inc and Sega Europe Ltd, has said that "Sega continues to develop innovative ways to showcase its new generation leadership... Sega's support of the Virtual Console system will introduce more gamers to classic Mega Drive hits and reinvigorate many of our popular brands."

SWAGBAG

GRAB YOURSELF SOME FREE GOODIES COURTESY OF PURE

A FANTASY FULFILLED

Whether you're a fan of Final Fantasy or you just want something gorgeous to watch on UMD, we have one hell of a treat for you. Thanks to the fantastical folks at Sony Pictures, we've got five copies of *Final Fantasy VII: Advent Children* to give away.



To be in with a chance of winning, simply answer the following question:

A character with what name almost always appears in the *Final Fantasy* games?

- A: Cid
B: Jim
C: Gandalf

Please mark your entry 'A Fantasy Fulfilled'.

Closing date 23 May. For address details and terms and conditions please see page 97

ORIENT EXCESS



Wacky PSP adverts from the Land of the Rising Sun



Those pesky rumour monkeys are still making noises about the supposed upcoming release of something called the PSP2, claiming that it will be available in three colours: black, white and silver. They're also saying that the PSP is set to slim down, as this new model will supposedly also be a quarter of an inch thinner.

Sony's Product Evaluation Group Manager, Mark Vitello, has said that the PSP is lacking a mascot or trademark title, along the lines of what Mario is to Nintendo and *Halo* is to the Xbox. Given that Vitello sees the creation of a trademark title as Sony's most important task for the future, we're hoping that it will be more Mario than Waluigi...

TALKMAN

Sony's nifty bit of PSP translation software, comes complete with a warning not to rely on the software in certain situations. In Japan, the advertising for the title has addressed various potentially problematic situations, such as being stuck without toilet paper in Korea (because *that's* geographically specific...) or the first meeting between an English woman and her Japanese in-laws.

Here's one example of the perils of letting your PSP do the talking for you...



Sitting in a trendy New York bar, a Japanese businessman decides it's time to impress the locals, courtesy of *Talkman*.



Spotting a gorgeous blonde, he whips out his PSP and murmurs his chat up line into the microphone, sending his PSP spinning down the bar just to prove how flash he is.



However, the PSP carries on spinning, straight towards a guy who's sitting further down the bar. "Let me buy you a drink," *Talkman's* Max says to the grinning guy, leaving the poor businessman to try and explain...



See the silliness for yourself at gameads.gamepressure.com.

BUBBLE BOBBLE EVOLUTION

ONLY FOR



3+

www.pegi.info



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ATARI



Rising Star Games

www.risingstargames.com

まやたす

FOCUS: AMERICA

Gee, you got game! Have a nice day y'all...

MISSOURI CONSIDERS ANTI-GAMES LEGISLATION

Another U.S. state joins the debate

Missouri is the latest American state to consider the introduction of legislation governing the sale of violent videogames. Democrat representative Jeff Harris has proposed a bill that would mean that the sale or rental of games that are deemed to contain violent content to minors would be a misdemeanour, with a fine of up to \$5,000 for those breaking the proposed law. Retailers would also be required to display signs and brochures explaining the ESRB (Entertainment Software Rating Board) age ratings system to consumers.

Harris, who presented a video montage of violent videogame clips to the state's House Crime



Committee, has stated that he is "just sick and tired of some of the excesses of popular culture as they affect kids," and that the proposed bill would "give parents a helping hand in combating the excesses."

Harris' proposal has received support from Republican committee chair Scott Lipke, who has said that "any kind of legislation that aims to protect our children is certainly worth taking a hard look at."

However John Britton, the Missouri lobbyist for the Entertainment Software Association, has deemed the proposal to be unconstitutional, citing examples of similar proposals that have been rejected in other states due to first amendment concerns.



F9E LAYS DOWN MORE FOUNDATIONS

North American developer opens new studios

US developer Foundation 9 Entertainment has announced that it is going to be opening three new development facilities, which will increase its number of divisions to seven. Its existing studios, which include *Death Jr.* developers Backbone Entertainment, have already relocated to larger spaces.

Foundation 9 is the largest independent games developer in North America, and has developed more than 300 titles for a variety of platforms. Projects that are currently in progress include *Dirty Harry* for Xbox and PS3 and *The Da Vinci Code* for various platforms.

According to Co-President Andrew Ayre, the company "continues to grow at a pace that outstrips the rest of the gaming industry."



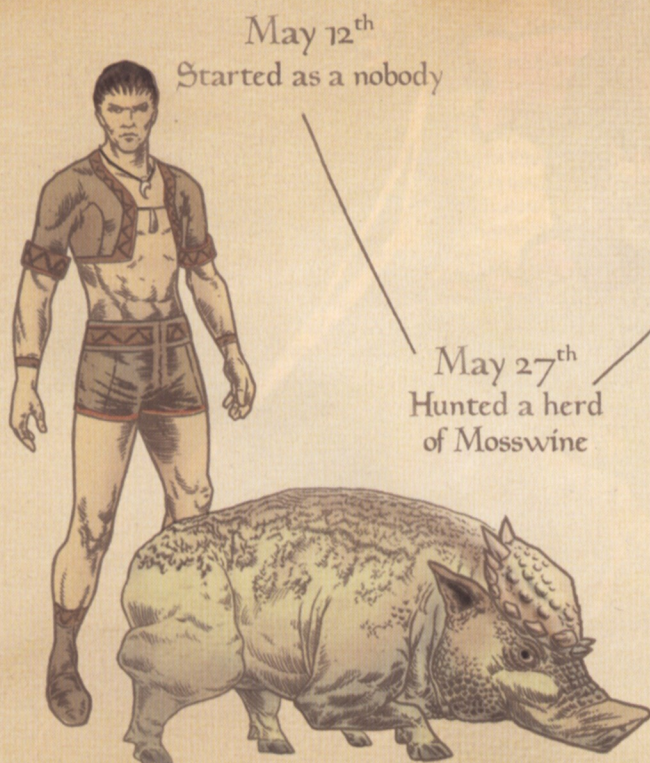
LARA CROFT WALKS THE WALK OF GAME

Lara Croft and John Carmack are among 2006 inductees

Co-founder of id Software John Carmack and the lovely Lara Croft were among six new inductees into San Francisco's Walk of Game, which honours the leading figures of the videogames industry.

Carmack, who received a Lifetime Achievement Award alongside *Civilization* creator Sid Meier, said that he was "quietly proud of all that I've been able to accomplish and all the enjoyment I've been able to let people have with the games that we've created."

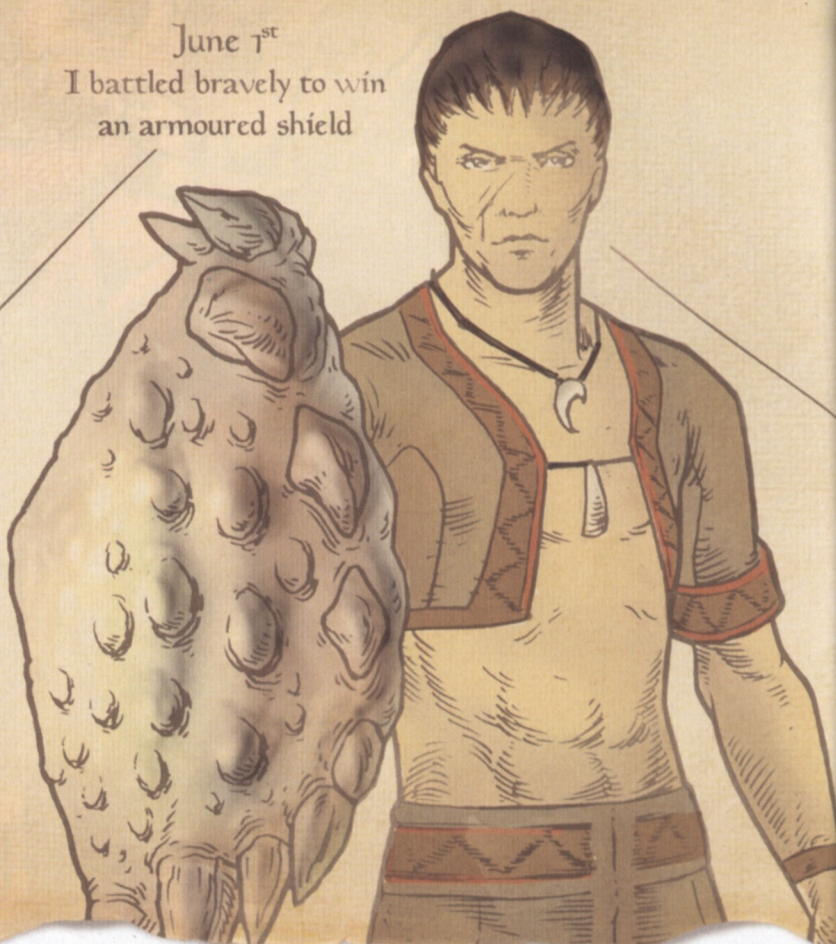
Lara's award was collected by Eidos CEO Bill Gardner, new Lara model Karima Adebibe and creator Toby Gard, who said that he felt "like a happy dad now, sort of." Previous inductees include Mario, Sonic the Hedgehog and *Halo*.



May 12th
Started as a nobody

May 27th
Hunted a herd
of Mosswine

June 1st
I battled bravely to win
an armoured shield





GET READY TO SLUG IT TO 'EM

Metal Slug Collection is on its way to the PSP

SNK Playmore USA Corporation has announced that it will be celebrating the 10th anniversary of its classic arcade shooter franchise, *Metal Slug*, by releasing *The Metal Slug Collection* for the PSP.

First appearing on the Neo-Geo back in 1996, the run and gun series has made its way onto all sorts of different platforms, including the PSOne, Sega Saturn, Game Boy Advance, Xbox and PS2. Set in 2028, the game's storyline follows two opposing military factions.

The new collection is set to feature a total of six past *Metal Slug* arcade titles, with wireless support for that all-important head-to-head multiplayer action. The game is slated for a November 2006 release on US shores.



SURVEY SHOWS FEWER UNDERAGE SALES

Retailers are selling fewer Mature-rated games to underage shoppers

An undercover shopping survey has shown that fewer underage gamers are able to purchase Mature-rated games, which are those deemed to be suitable only for those aged 17 and over.

The study was conducted by the Federal Trade Commission and involved 406 stores in 43 different states. 42% of the secret shoppers, who were aged between 3 and 16, were able to purchase M-rated games without an adult present, compared to 69% in a similar study in 2003, indicating growing retail compliance with the Entertainment Software Rating Board's guidelines.

This is the fourth study conducted in connection with the FTC's reports on the marketing of graphic entertainment media to children.

RELEASE SCHEDULE

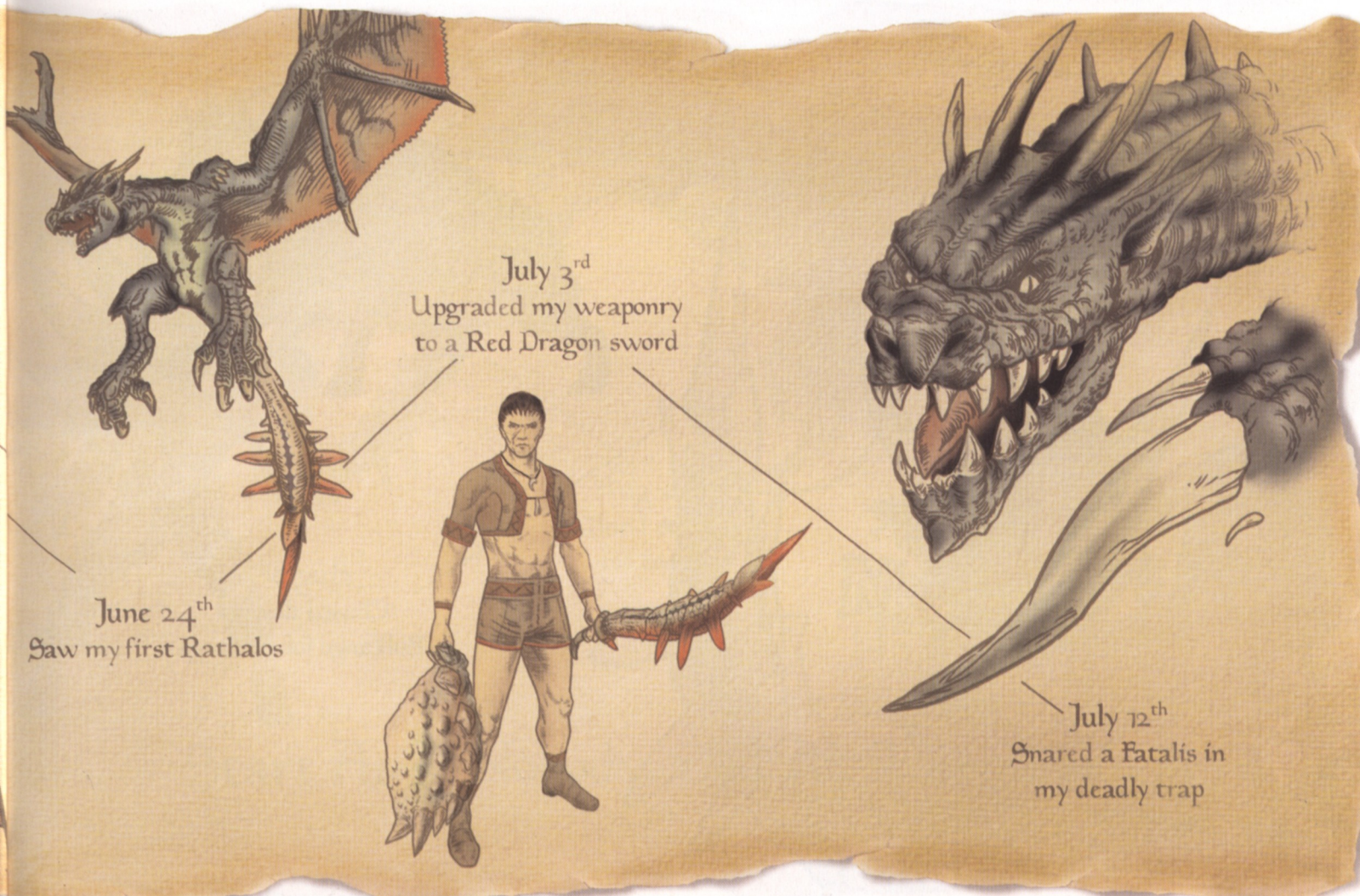
Games worth having a yank over

Title	Publisher	Release Date
Guilty Gear: Judgement	Majesco	01/05/2006
Stacked	Myelin Media LLC	02/05/2006
Stacked With Bonus!	Myelin Media LLC	02/05/2006
Tomb Raider: Legend	Eidos	13/05/2006
Field Commander	SOE	22/05/2006
Lemmings	SCEJ	23/05/2006
Monster Hunter Freedom	Capcom	23/05/2006
TOCA Race Driver 2006	Codemasters	30/05/2006
Astonishia Story	Ubisoft	01/06/2006
Brothers In Arms	Ubisoft	01/06/2006
Crisis Core Final Fantasy VII	Square Enix	01/06/2006
Def Jam Fight For NY: The Takeover	EA	20/06/2006
Superman Returns	EA	26/06/2006
Super Monkey Ball Adventure	Sega	27/06/2006
The Godfather	EA	03/07/2006
Blade Dancer	SCEJ	18/07/2006
Miami Vice	Vivendi	18/07/2006
Madden NFL 07	EA	01/08/2006
Tenchu: Time Of The Assassins	Sega	08/08/2006
Bounty Hounds	Namco	15/08/2006
The Fast & The Furious	Namco	15/08/2006
Tekken: Dark Resurrection	Namco	15/08/2006
LEGO Star Wars II: The Original Trilogy	LucasArts	01/09/2006
Mortal Kombat: Unchained	Midway	01/09/2006
Test Drive Unlimited	Atari	05/09/2006
50 Cent: Bulletproof	Vivendi	02/10/2006
Battle Zone	Atari	02/10/2006
Star Trek: Tactical Assault	Bethesda Softworks	06/10/2006
Metal Slug Collection	SNK Playmore	11/2006

US TOP 10 (Multiformat)

1	Gran Turismo 4	SCEA	PS2
2	NBA Street V3	EA	PS2
3	Grand Theft Auto: San Andreas	Take 2	PS2
4	MVP Baseball 2005	EA	PS2
5	NBA Street V3	EA	Xbox
6	Mercenaries	LucasArts	PS2
7	Resident Evil 4	Capcom	GameCube
8	Champions: Return to Arms	SOE	PS2
9	Madden NFL 2005	EA	PS2
10	Mercenaries	LucasArts	XBox

All dates are correct at the time of going to press, but are subject to change





WILL IT BE AMERICAN PIE OR LIFE THROUGH A JAP'S EYE... YOU CHOOSE

FOCUS: JAPAN

We say 'Konichiwa' to the other side of the games world...

RAIN ON DOWN

Korean R 'n' B comes to PSP

If there's one thing that we love here at PURE, it's weird and wacky PSP games. Ever wanted to run your own TV station?

Well, now you'll be able to, courtesy of the quirkily titled *Rain Wonder Trip* from Namco Bandai Games. This might sound like it's going to be some sort of meteorology sim, but it's actually a variety game that will feature the voice and likeness of Korean R'n'B singer, actor and apparent idol Rain.

As well as running a fictional five-channel TV station called Super Rain TV, the game will enable players to go on shopping trips with the star, listen to some of his best singles and keep up with a daily horoscope. It will also include promotional events, backstage material and dramas that Rain has appeared in, along with various nuggets of Rain

trivia and even footage of (gasp) the star without any of his make-up on.

Currently set for a July release in Japan, *Rain Wonder Trip* will be available in two editions. The not too

bog standard edition will be sold with a bonus UMD and five art cards, while the limited edition will also contain a special PSP stand and five extra cards.



THE PSP GETS SOME NEW CLOTHES

Limited edition cases announced

The official Japanese PlayStation site sells all sorts of merchandise, from game-themed T-shirts to lanyards and phone straps, and its latest offering comes in the form of three limited edition PSP pouches.

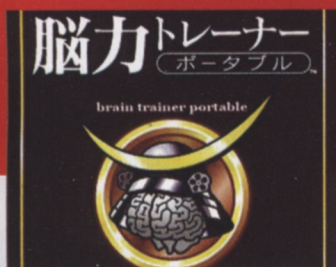
The flashy new garb is part of the Pictogram range, which also includes PSP straps and PS2 wallets. The designs were produced by acclaimed Japanese designer Hideki Inaba, New York-based boutique Surface to Air, and Parisian duo Kuntzel and Deygas.

Available in shocking red and gold, black on white and white on black, the swanky bags are the latest in a long line of designer items made exclusively for Sony products. They're currently only available from select Japanese stores and online retailers.

July 17th
Forged a helmet
out of its remains



Aug 8th
Chased down a
Bullfango for its fangs



TIME TO GET YOUR BRAIN IN TRAINING

Better give that grey matter a shake

Nintendo's *Brain Training* games were all the range in Japan last year, and now the PSP is set to get yet another clone dedicated to keeping your noggin in tip-top condition.

Sega has announced plans to release a sequel to the hugely successful PSP title *Touhoukudai Gaku Mirai Kagakugijutsu Kyoudoukenkyuu Center: Kahashima Ryuuta Kyouju Kanshuu Nou Chikara Trainer Portable*. Ryuuta Kahashima, who pioneered the idea of keeping your brain fit, will help you to get your grey matter back into shape. The software uses different kinds of quizzes and tests to work out your brain's age and improve your mental performance, which sounds a bit painful to us...

Sega will be releasing this brainbuster in May.



LET THE ROBOT WARS BEGIN

Carnage Heart goes portable

Ever wanted to get your hands on your very own killer robot in order to lay waste to all of your enemies and destroy everything in your path? No? Neither had we, but now that we think about it, the rather like the thought of waging a spot of mechanical destruction.

Japanese publisher Genki has announced that it will release a PSP version of the somewhat ill-fated PlayStation strategy game *Carnage Heart* in summer 2006. Bearing the imaginative name of *Carnage Heart Portable*, the game will enable you to create your own team of mechanical behemoths, challenging you to design the perfect bunch of bots. Making your own mechas could prove to be an enjoyable lark; here's hoping that it manages to better the original.

RELEASE SCHEDULE What's coming out in the Orient?

Title	Publisher	Release Date
Harvest Moon Innocent Life	MMV	27/04/06
Kazuo	SCEJ	27/04/06
Machi Unmei no Kousaten Tokubetsu Hen	Sega	27/04/06
Mai-Hime Senretsui!	Sunrise	27/04/06
Rengoku 2 The Stairway to H.E.A.V.E.N.	Hudson	27/04/06
Shinseiki Evangelion 2	Bandai	27/04/06
Simple 2500 Series Vol. 5 The Block Kuzushi Quest	D3 Publisher	27/04/06
The Dog Happy Life	Yukes	27/04/06
Winning Eleven 9: Ubiquitous Evolution	Konami	27/04/06
IDs Memories Shintenmakai	GOCV Idea Factory	18/05/06
Boxer's Road 2 The Real Ertain		25/05/06
Dragon Quest & Final Fantasy in Itadaki Street Portable	Square Enix	25/05/06
Kahashima Ryuuta Kyouju Kanshuu Brain Trainer Portable	2Sega	25/05/06
Kamaitachi no Yoru 2	Sega	25/05/06
Magna Carta Portable	Banpresto	25/05/06
Talkman Euro	SCEJ	25/05/06
Bounty Hounds	Namco	TBA
Every Extend Extra	Bandai	TBA
Final Fantasy VII Crisis Core	Square Enix	TBA
Goku Makaimura: Xtreme Ghouls 'n Ghosts		TBA
Meikyuu Tansakugata Monster Shooting	Konami	TBA
Tengai Makyuu: Daisho no Mokushiroku	Hudson	TBA
Vulcanus	Zepetto	TBA

JAPANESE TOP 10 (Multiformat)

1	Final Fantasy XII	Square Enix	PS2
2	Pokemon Rangers: Diamond-Pearl	e no Michi Nintendo	DS
3	Ace Combat Zero: The Belkan War	Namco	PS2
4	Doubutsu no Mori DS (Animal Crossing: Wild World)	Nintendo	DS
5	Kahashima Ryuuta Kyouju Kanshuu: Motto Nouo Kitaeru Otona DS Training	Nintendo	DS
6	Shin Sangoku Musou 4 Empires	Koei	PS2
7	Eigoga Nigatena Otona no DS Training: Eigo Zuke	Nintendo	DS
8	Kahashima Ryuuta Kyouju no Nouo Kitaeru Otona DS Training	Nintendo	DS
9	Harukanaru Toki no Uchide 3: Unmei no Meikyuu	Koei	PS2
10	Mario Kart DS	Nintendo	DS

All dates are correct at the time of going to press, but are subject to change

Aug 22nd
Now I'm a
Monster Hunter...



Aug 23rd
...But I can't get
too cocky



PS2
CAPCOM
capcom-europe.com



Start As A Nobody. End As A Legend.
Japan's Biggest Selling Game On The PSP Out May 12th



ukreleaseschedule

Your Guide to PSP Gaming Goodness Lurking Just Over the Horizon



HOT DISCS

Tipping you off on the titles that will be turning up the heat on your PSP in the future

ME & MY KATAMARI

Release Date: 05 May Publisher: EA

The weird and wacky *Katamari* series provided hours of fun on the PS2, and now you'll be able to play this crazy roly-poly game on the PSP as well. Roll up anything and everything as you try and help the teeny Prince of All Cosmos to repair the damage that's been caused by his ever troublesome dad.



SYPHON FILTER: : DARK MIRROR

Release Date: June Publisher: SCEE

Gabe Logan is back, and the latest addition to the *Syphon Filter* series looks like it's shaping up very nicely indeed. The PSP-only *Dark Mirror* will follow an all-new storyline, with a slew of new weapons to play with as well as both Ad Hoc and Infrastructure multiplayer support.



TEKKEN: DARK RESURRECTION

Release Date: June Publisher: SCEE

No system would be complete without this much-loved dust-up. Arguably the best beat 'em-up around, *Dark Resurrection* is set to come complete with new characters, Ad Hoc multiplayer and PSP exclusive content. We can't wait to settle some scores as we head for the Iron Fist once more.



POWER STONE COLLECTION

Release Date: Autumn Publisher: Capcom

The outrageous fighting game is back, in a compilation that will include enhanced versions of the original Dreamcast and arcade games, with 15 playable characters, new multi-tiered areas, lots more crazy weapons and a Bomber Battle mini-game, with WiFi and game-sharing support for up to four players.



MORTAL KOMBAT: UNCHAINED

Release Date: Autumn Publisher: Capcom

Tekken's attempt to rule the PSP isn't going to go unchallenged, with Midway bringing us the latest installment of their over-the-top dust 'em-up. The PSP exclusive features on offer are set to include six characters, a unique Endurance Mode and a new, upgraded Konquest Mode, as well as wireless multiplayer and plenty of mini-games.



TITLE	PUBLISHER	RELEASED
2006 FIFA World Cup	EA	28/04/2006
Space Invaders Evolution	Rising Star	28/04/2006
World Championship Poker 2	Oxygen	28/04/2006
World Poker Tour	2K Sports	28/04/2006
Ape Escape P	SCEE	05/05/2006
Me & My Katamari	EA	05/05/2006
NBA Ballers:	Rebound	05/05/2006
Monster Hunter Freedom	Capcom	12/05/2006
Field Commander	Ubisoft	19/05/2006
Pac-Man World 3	EA	19/05/2006
Viewtiful Joe: Red Hot Rumble	Capcom	26/05/2006
The Con	SCEE	05/2006
The Godfather	EA	Spring 2006
Tomb Raider: Legend	Eidos	Spring 2006
Capcom Classics Collection Remixed	Capcom	02/06/2006
Ultimate Ghosts 'n Goblins	Capcom	02/06/2006
Def Jam Fight For NY: The Takeover	EA	23/06/2006
Metal Gear Ac!d 2	Konami	30/06/2006
Pirates of the Caribbean: Dead Man's Chest	Buena Vista	30/06/2006
Untold Legends: The Warrior's Code	Ubisoft	30/06/2006

WIN! Aces and Spaces

It's time to brush up on your bluffing and get ready to rattle those chips with World Poker Tour on its way to PSP, and those lovely folks over at Take Two have teamed up with Sandisk to come up with a real Royal Flush. One lucky winner will be able to get their hands on a copy of World Poker Tour and a 1GB memory stick, and five runners up will also get their hands on a copy of the game.

To be in with a chance of winning, simply answer the following question:
What's the best possible Poker hand?
A: Full House
B: Straight
C: Royal Flush



Send your answers on a postcard or sealed down envelope to the following address to reach us no later than 23/05/06, Aces and Spaces Competition: PURE PSP Magazine, Evolve Publishing, Matford Business Centre, Matford Park Road, Exeter, Devon, EX2 8ED. Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Aces and Spaces Competition" and your answer in the subject line.
Term & Conditions:
No cash alternatives can or will be offered. Winners and prizes will be selected at random from all correct entries received. The editor's decision is final.

IMPORTANT DATE:
24 MAY

ISSUE 6 OF PURE
MAGAZINE ON SALE
For Further Information Turn to Page 98



TITLE	PUBLISHER	RELEASED
Formula One 06	SCEE	06/2006
Generation of Chaos	Idea Factory	06/2006
Loco Roco	SCEE	06/2006
Micro Machines V4	Codemasters	06/2006
Syphon Filter: Dark Mirror	SCEE	06/2006
Talkman	SCEE	06/2006
Tekken: Dark Resurrection	SCEE	06/2006
World Tour Soccer 2	SCEE	06/2006
50 Cent: Bulletproof	Vivendi	Summer 2006
Juiced: Eliminator	THQ	Summer 2006
Scarface	Vivendi	Summer 2006
Xyanide Resurrection	Playlogic	Summer 2006
Super Monkey Ball Adventure	Sega	07/2006
World Tour Golf	Oxygen	07/2006
Gangs of London	SCEE	Autumn 2006
Mortal Kombat: Unchained	Midway	Autumn 2006
Power Stone Collection	Capcom	Autumn 2006
Snoopy vs. the Red Baron	Namco Bandai	Autumn 2006
Destiny's End	Headfirst	09/2006
Killzone: Liberation	SCEE	Winter 2006

All dates correct at time of going to press, but may be subject to change



TOP10 UK CHART



FIFA STREET 2 EA

It seems that you folks out there just love a bit of tricky footwork to go along with all your goal-scoring. The showboating footballing bonanza claims another month at the top of the charts.

2

Worms Open Warfare THQ

What is it about blowing up small defenceless animals that is so much fun? Who cares when they die in such hilarious ways?

3

Pro Evolution Soccer 5 Konami

Rising another place this month, *Pro Evo* continues to nutmeg its more licence-heavy opponent.

4

Grand Theft Auto: Liberty City Stories Rockstar

No matter how many politicians and media whores line up, you still all love this one. Well done for striking a blow for gaming freedom.

5

Lemmings SCEE

Once again with the destruction of poor innocent beasties! You folks need some real help. Don't make us send the RSPCA round.

6

Outrun 2006: Coast to Coast Sega

A sunny road, a Ferrari and a hot chick next to you, what more could you want? Sadly the hot chick is a bit of a whiner - you have been warned.

7

Fight Night Round 3 EA

Lace up your gloves and relive all of those *Rocky* fantasies from your misspent youth. Grumpy woolly-hatted trainer not included.

8

WWE Smackdown vs Raw 2006 THQ

Sweaty blokes grabbing each other while wearing skin tight lycra. To each his own is all we have to say.

9

F1 Grand Prix SCEE

With the new season now well under way, a re-entry for this title came as no big surprise. Maybe Schumacher won't win this year...

10

Peter Jackson's King Kong SCEE

That big hairy monkey attempts another climb up the charts. You've all been inspired after buying the film recently, haven't you?

ChartTrack EUSP

Lecture software charts compiled by ChartTrack, ©2006 EUSP Ltd.

PURE FAVES Your Guide to PSP Gaming Goodness Lurking Just Over the Horizon



ME & MY KATAMARI

This is about as weird and wacky as it gets. For those of you who haven't played a *Katamari* game before, it's basically like being in charge of a hamster ball that's covered in superglue. The PSP is crying out for more crazy, off-the-wall games like this.

ANNE



TOMB RAIDER LEGEND

Has it really been 10 years since the first ever *Tomb Raider* game was released? Those of you who've never had the privilege of getting hold of the animated goddess are missing out. High quality graphics, swanky new moves - this is a true delight!

TIM



WORLD POKER TOUR

I have to admit to becoming somewhat addicted this month. This title came as a refreshing change by not only being a damn good game but also by offering explanations of what the hell is going on. At last, I can win a game of poker.

MARC



ARMORED CORE: FORMULA FRONT

I could happily have played nothing else this month. I can't put it down. Attaching body parts and creating the ultimate S-rank unit are all bonuses, but just getting on the field and blowing the life out of other robots? Sweet.

PETE





NO MORE YEARS OF HURT!

**WE TAKE A LOOK BACK IN TIME AT THE
LONG AND ILLUSTRIOUS CAREER OF THE
FIFA FRANCHISE AND TRACE THE
SOMETIMES BUMPY ROAD THAT'S GIVEN US
THE FOOTBALL GAMES WE HAVE TODAY! AS
WELL AS A LOOK INTO THE HISTORY WE
HAVE FIRST OFFICIAL REVIEW OF**

**FIFA WORLD CUP
GERMANY 2006 >>**

3+ 00 00 00 00



FIFA WORLD CUP GERMANY 2006

**PURE
GENIUS!**
AWARD

It's a World Cup that England can win!

With this year's World Cup looming it wasn't a question of if, but simply of who and when. No, we're not talking about someone streaking across the pitch, we're talking about the release of the first 2006 World Cup football game. EA is releasing *FIFA World Cup Germany 2006* on every platform going, and we've got our hands on the PSP version for an exclusive first review.

Football fans will be itching to get their gaming fix as World Cup Fever takes hold, meaning that *FIFA World Cup Germany 2006* certainly has a lot to live up to. From the moment you clasp eyes on the World Cup stadium

renders, it's clear that the series has never seen more realistic graphics, and as with the previous FIFA offering on PSP, it's not just a pretty face either. The surroundings and atmosphere are spot on, with crowd noise increasing as the players walk out into the arena and national anthems bringing that patriotic feel to each big game. The crowd plays an even bigger part than before, with players from the away team being booed after making a bad tackle or picking up a booking. The result is that you're given a sense of realism that's missing from all too many sports sims, giving the game a much more polished feel. Trust us when we say that there's nothing quite



WHEREAS PREVIOUS WORLD CUP GAMES HAVE SUFFERED FROM A DISTINCT LACK OF DEPTH AND INDIVIDUALITY, DUE TO THE FACT THAT NOTHING MUCH IS ON OFFER APART FROM BASIC TOURNAMENTS, *GERMANY 2006* EXCELS IN THIS AREA.

AT A GLANCE

PLAYABILITY	9/10
LOOKS	9/10
SOUND	9/10
CHALLENGE	8/10
LIFESPAN	7/10

HEAD-ON COLLISION: The best FIFA game yet, with plenty of new, challenging game modes

DEAD-ON COLLISION: It may lose its appeal once this year's World Cup is over



YEAR: 1958
PELÉ SET THE RECORD AS THE YOUNGEST PLAYER EVER TO SCORE A GOAL IN THE TOURNAMENT



GENRE: Sports ► PLAYERS: 1-4 ► PRICE: £34.99 ► PUBLISHER: EA
AVAILABLE: 28 April ► WWW: easports.com



YEAR: 1986
DIEGO MARADONA
SCORED A DUBIOUS
GOAL AGAINST
ENGLAND, WHICH
BECAME KNOWN
AS THE HAND
OF GOD



► The green of Mexico is easy to spot, but Portugal in black?



► The Italians attempt to mark Nedved out of the game



► A quick glimpse into the first round of this year's tournament - England vs Sweden



like the feeling you get when you score that winning goal in the final.

The gameplay itself is very typical of the FIFA series, which is no bad thing. The analogue stick does cause some problems due to sheer fiddliness, and it can make manoeuvring more difficult than it ought to be, but not enough so to ruin your enjoyment or even alter the outcome of your matches. EA has also made some small but noticeable improvements on previous FIFA games that will certainly please the football crazed amongst you. For example, deflections are now far more realistic, with ricochets no longer ending up in row Z. You can now even move your defensive walls, which will really get the attacking side thoroughly annoyed

in multiplayer mode. The difficulty levels are such that it's no longer possible for a player to run the full length of the pitch and stick the ball in the top corner, as fatigue, passing and shooting accuracy have all put paid to that, which means that proper pass and move style football is the only way to come out on top and quite possibly the only way to beat the Brazilians! The development team have even been watching recent matches, and as a result they've got the players' theatrical diving down to a fine art.

You'll be given a choice between jumping straight into the World Cup finals using the official 2006 finalists, or playing through the preliminaries in order to create your own personalised

World Cup tournament. Whereas previous World Cup games have suffered from a distinct lack of depth and individuality, due to the fact that nothing much is on offer apart from basic tournaments, *Germany 2006* excels in this area. There's a satisfying variety of different game modes, ranging from reliving the preliminaries to playing as your favourite national team in a battery of unique challenges, which can at times be more fun than the actual tournament mode.

The challenges themselves come in the form of completing various tasks in order to unlock different countries. They start off with easy objectives such as winning a game or scoring a set number of goals, moving on to tougher challenges such as holding onto at least 75% of possession in a match and completing at least 70% of your passes. This is definitely where the frustration will start to kick in, but it will also help you to hone your skills to perfection, and these scenarios are a welcome addition and a nice change from the standard league and cup modes offered by most football games. That said, we would have liked to see the addition of a classic historical scenario, such

as finding yourself 2-0 down in the 1966 World Cup final and having to score four goals in order to match the real life result.

For once, EA has matched EA Big in terms of the game's soundtrack, providing a playlist of current chart hits. From this list, you can choose to either add or delete certain tracks, which is always a bonus. Just try playing *FIFA Road to the World Cup 98* and you'll understand what we mean! *Germany 2006* also comes with support for both Ad Hoc and online multiplayer, and it's these added frills that help make a great game a really great game. We'll have to admit that on hearing that the game was coming out for PSP, we did wonder how EA was going to make it worth forking out for, given the potentially limited lifespan due to the short life of the World Cup itself. However, *FIFA World Cup Germany 2006* delivers in spades and then some. Buy it! **Pete Darke**

CONCLUSION

The most polished World Cup game ever produced. A must-have for footy fans everywhere this summer.

SCORE 9 / 10



► Is that a camera? Call my agent... where's my stylist?

A LOOK BACK AT FIFA HISTORY!



FIFA International Soccer (FIFA '94) was EA's very first FIFA release. While it didn't have such luxuries as real player names, it did come with detailed graphics and animations and those all-important isometric views of the grounds, which set it apart from the other football games of the era such as *Kick Off*, *Sensible Soccer* and *European Club Soccer*. The following year saw the release of *FIFA Soccer '95*, which came as a huge disappointment to

fans as it didn't give players anything extra, other than the ability to play with club teams in eight leagues. This was met with real disappointment by owners of the Sega Mega Drive and Genesis, as much was expected to change for those consoles.

With this disappointment in mind, *FIFA Soccer '96* was the first release that really gave EA its football name. With the first 32-bit system, it enabled the developers to include real player names and a virtual stadium engine that gave us 3D stadiums. Although SNES games may have included 3D football first amongst their armoury, they were not as polished as this new FIFA game. The CD version made a particularly big impact as it included the voice of legendary football commentator John 'Motty' Motson for the first time.

FIFA '97 again seemed to be nothing more than a stop gap, with developers only adding an indoor game mode and a few extra leagues. While these were significant developments for the time, the game itself still did little to raise its head above the average mark.

Things started to look up with *FIFA '98: Road to the World Cup*, which was described at the time as being the pinnacle of football games. It included much-improved graphics and the chance to relive the qualifying rounds with all FIFA-registered teams. With player and team editing options, decent AI and that crucial 'Road to the

World Cup' mode, this was by far the best football game around at the time.

Shortly after that, *World Cup 98* showed its face. This was EA's first officially licensed tournament game, and it was lauded as the first game to produce decent tournament play where other attempts had failed to impress.

The next four or so years saw the FIFA series falling into something of a slump, with fans being let down by poor, problematic releases. This led Konami to produce its own football game in the



FIFA TIMELINE!

FIFA '94

Released for: Sega Mega Drive/Genesis, Master System, Mega CD, Game Gear, SNES, DOS, Amiga, 3DO, Game Boy

This greatly hyped football title broke the mould of traditional 16-bit era games by presenting an isometric view rather than the usual top-down view, side view or bird's eye view. The one down side to this early edition was that it only included national teams. The game was known for the fact that player's could deflect a goal kick into the goal by standing in front of the goalkeeper, fun but not really realistic.

FIFA SOCCER '95

Released for: Sega Mega Drive

Using the same engine, only with minor retouches, *FIFA Soccer '95* featured more teams and eight club leagues, faster gameplay and more animations.



FIFA SOCCER '96

Released for: Sega Mega Drive, Sega 32X, SNES, DOS, Sega Saturn, PS1, Game Gear, Game Boy.

1996 was the year that saw the dawn of the first 32-bit systems, giving developers the power required to work with more complex 3D designs, although good at the time it was still far from the finished game. *FIFA '96* for the 32-bit systems still relied on 2D sprites for players in a 3D stadium. The CD versions had commentary from the legendary football commentator John Motson for the first time.

FIFA '97

Released for: Sega Mega Drive, SNES, DOS/Windows, Sega Saturn, PS1, Game Boy

The biggest development here was the inclusion of a 6-a-side indoor soccer mode and polygonal players, this was an interesting break from league modes. The game also included motion capture moves based on David Ginola, so naturally 80% involved falling to the floor. This game featured a number of playable leagues from England to Malaysia, with complete team rosters. However, the gameplay in the PC and 32-bit consoles was left a lot to be desired.

FIFA '98

Released for: SNES and Sega Mega Drive (PAL only), Windows, Sega Saturn, PS1, Game Boy, Nintendo 64

Considered by many to be the best game of the series, it had a refined graphics engine, team and player customisation options, 16 stadiums, better AI and the popular 'Road to the World Cup' mode, with all FIFA-registered national teams. It even featured many accurate team rosters, complete with national reserves for national call-ups when playing in the qualifications. It was also the first FIFA game to contain an in-game player/team editor.

FIFA '99

Released for: Windows, PS1, Game Boy Color, Nintendo 64

The indoor mode was not revived in this version which for many fans of the series was a real disappointment, and while the gameplay featured increased fluidity, some gamers thought that it failed to compare to previous versions. Graphically, it was a major improvement over *FIFA '98*, with the inclusion of basic facial animations, which meant that for the first time you could really see who was who on the pitch, this was however, nothing more than what was expected at the time.





YEAR: 1930
THE FIRST EVER
WORLD CUP WAS
HELD IN
URUGUAY

FIFA 2005: Nobody had noticed the a fan who had burst into flames

YEAR: 1938
SWITZERLAND'S
ERNST LOTSCHER
SCORED THE
FIRST EVER OWN
GOAL IN A WORLD
CUP MATCH

form of *Pro Evolution Soccer*, also known as *Winning Eleven*. *Pro Evo* went head to head with the failing FIFA franchise, stealing the edge just by producing a game that played well and promised much in the way of improvement. However, FIFA wasn't about to let *Pro Evo* get away with all the glory. *FIFA 2003* was the result of EA's efforts to win back FIFA fans, stretching to such heights as a football fusion mode that allowed gamers to play games from *Total Club Manager 2004*. Renewing the feud in earnest, Konami then announced that *Pro Evolution*

Soccer would be seeing a PC release. EA knew that it needed to revive the FIFA series, and fast. The FIFA Football and *Pro Evolution Soccer* franchises both boast huge followings, although FIFA Football enjoys a substantially higher volume of sales compared to its counterpart, mainly due to holding the lion's share of the license and the automatic association between FIFA and football games. No doubt we'll be seeing more fisticuffs in the future as both developers aim to raise the bar the highest with each new release.



FIFA 06

Released for:

Game Boy Advance, Xbox, Xbox 360, PSP

Until *FIFA World Cup Germany 2006* showed its face, this was far and away the best FIFA game to date. Stick gameplay coupled with the realistic player renders made it feel like an interactive Sky broadcast made this the benchmark for football games for the PSP.



FIFA 2000

Released for: Windows, PS1, Game Boy Color, Nintendo 64

Graphically slightly superior than older versions, the gameplay was fast, simple and had a clear arcade feeling which may have impressed but ultimately failed to keep hardcore fans happy. This was a big problem for FIFA especially with rival games such as *ISS: Pro Evolution* gaining in reputation. The leagues also featured many unlicensed teams, which substituted their real names for that of their home cities. Not surprisingly, this title was one of the most poorly received of the entire series..



FIFA 2001

Released for: Windows, PS1, PS2. An N64 beta version does exist of this game via THQ, also released on Game Boy Color

This title had a new graphics engine, which allowed each team to have its own kit, and for some players, their own faces. Despite the improved engine and the inclusion of 17 leagues, it still did not please many fans who thought that FIFA were trying to make the game something it wasn't. By 2001 FIFA started to lose market to what some had described as the ultimate football game, Konami's *ISS: Pro Evolution* series.



FIFA 2002

Released for: Windows, PS1, PS2, GameCube

EA decided to improve the game by introducing power bars for shots and passes, this added a real football factor to the game even though *ISS: Pro Evolution Soccer* had been using it from the beginning. However, it was noticed by many players that the game seemed to predetermine results and caused hours of frustration. Doing away with ordinary colour pennants as club emblems, the license included official club emblems for the first time. The power bar could also be customised to suit the gamer's preference.



FIFA 2003

Released for: Windows, PS1, PS2, GameCube, Xbox, Game Boy Advance, Mobile

EA completely revamped the outdated DirectX 7 graphics used in *FIFA 2001* and *FIFA 2002* and introduced new T&L graphics, featuring more detailed stadiums, players and kits. An Elite league composed of the best European teams was also included, a feature that was first present in *FIFA 99* but one that had grown dramatically in stature. Timo Maas was the main artist on the soundtrack, with his song 'To Get Down (Fatboy Slim Remix)' used during the opener and later that year by Sky Sports.



FIFA FOOTBALL 2004

Released for: Windows, PS1, PS2, GameCube, Xbox, Game Boy Advance, Ngage, Mobile

While not adding much to the engine except some fluidity, the biggest addition came in the form of secondary divisions, which allowed the player to take lower ranked teams into the top leagues and European matches. The online mode was boasted as being the game's main selling point. Another key feature was that of 'Football Fusion', which allowed owners of both *FIFA 2004* and *TCM 2004* to play games from the management sim.



FIFA FOOTBALL 2005

Released for: Windows, PS1, PS2, GameCube, Xbox, Game Boy Advance, PSP, Gizmondo, Ngage, Mobile

Released earlier than the usual late October date to avoid clashes with the release of *Pro Evo 4*. Some still considered the gameplay to be inferior to Konami's series, it had improved significantly since the 2003 edition, favouring online and casual gamers and a return of the create-a-player mode, as well as an improved Career mode. The biggest difference was the inclusion of first-touch gameplay providing gamers with the ability to perform "real life" tricks and passes.



TOMORROW'S GAMES TODAY

LOADING...
CONTENTS

You may want a rest from all the running around the pitch we've put you through so far. So sit down, take a well deserved rest and grab a cuppa, safe in the knowledge that we've got you covered when it comes to all the hot new gaming goodness. A whole new squeezing of *Juiced* kicks things off this month and surprises with a huge number of changes made for its PSP outing. Elsewhere it's all about guns and little cars. The mighty *Syphon Filter: Dark Mirror* makes its first appearance on the PSP and looks to be something of a world beater. Meanwhile old console favourite *Micro Machines* is back for more miniature track based silliness. The future is certainly looking bright.

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ELIMINATOR

Get some vitamin wheeeee!

28 MICRO
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Swap you for the red one.

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DARK MIRROR

Gabe's back and looking good.

WANNA PLAY Explained

Just to make things crystal clear, every game gets a 'Wanna Play' rating - the longer the queue of people waiting in line to get to grips with the game, the more excited we are about the software being in development for PSP.

Rest assured that we'll be keeping a very close eye indeed on the games that score top marks, and bringing you more information on them just as soon as we can get it.

WANNA
PLAY?

New styling options make for some serious pimping



Juiced: Eliminator

Not the juice you're used to

Publisher: THQ Genre: Racing Website: juiced-racing.com

Juiced, or to use the gamers' alternate title, the little game that could. Its run to the shelves in its initial console incarnation was a chequered journey to say the least. A casualty of the collapse of Acclaim and later picked up by THQ, the title promised much but had a few foibles that soured gamers' love of it.

Well, after having had our hands on this shiny new portable version, we are glad to say that many of the wrinkles of the previous title have been ironed out and we could well be looking at a contender for the best racing game on PSP. The folks

behind the original *Juiced* have actually listened to what players want and made a number of changes for the latest offering, titled *Juiced: Eliminator*. These changes have not only ironed out a lot of actual in-race problems, but have also overhauled much of the gameplay by a significant amount.

So, what new additions can you look forward to? Eight new race crews will join the fray, along with their leaders, offering much more choice when selecting your team and your opponents. Once you have got your team together, you can look forward to another two new areas in which to

race, each with eight different available routes. So, we are now looking at a total of ten different locations, all with multiple routes, making for plenty of street-based shenanigans with which to show off your new cars.

While we're on the subject of cars, some new showroom beauties will be available, including the 2005 Ford Mustang GT, the Renault Clio Sport v6 and the Renault Megane Sport, all lining up to make a total of eight new vehicles added to the roster. But what would a street racing game be without plenty of options to pimp your ride? Well, fear not, as that has been thoroughly taken care of as well. With one hundred new body modifications being brought to the showroom racks, you can now make each vehicle your own personal pride and joy.



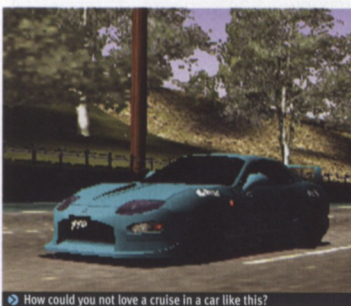
The upgraded graphics engine really shows its stuff





► Racing remains tight and tense throughout

The heart of the game still lies in the racing, and the upgraded graphics engine will make a huge difference, with a much slicker and faster experience all round. The game's structure has also been improved, so that progression through the career mode is now a lot more straightforward. Gone is the need to search the old calendar system in order to find races, with a much more logical system for advancement now in place, which informs you of your next race and only allows access to races you are eligible for. Much of the old game was based around a 'respect system' and, while this was a novel idea, it led to much confusion when trying to keep track of your achievements. Now, visits from rival crew chiefs keep you informed of your progress



► How could you not love a cruise in a car like this?



DEVELOPER HISTORY JUICE GAMES

UK studio Juice Games was founded in January 2003 by a group of designers, programmers and artists from Rage Software Limited's Warrington Studio after Rage closed down. After the collapse of its publisher, Acclaim, Juice was acquired by THQ.

2005 JUICED



without having to spend time hunting for your standings.

Along with a number of gameplay overhauls, including not having to pay for damage to your vehicles (which should help the bank balances), no race fees and the ability to retry any event, the title is shaping up to be a lot more than just another PS2 conversion. In fact, it would be fair to say that with the introduction of features such as two new single player modes, Eliminator and Relay, as well as Ad Hoc support for up to six



► Juiced now delivers some serious speed

players, this is a fresh squeezing of Juiced that will make for a whole brand spanking new game. Not only is it lining up to be the best looking and most in-depth race game available for our portable pal, it is also something of a testament to the development team's love of their product and wish for improvement, as demonstrated by listening to previous complaints and actually doing something about them, rather than taking the easy route and just churning out another tired

// THE FOLKS BEHIND THE ORIGINAL JUICED HAVE ACTUALLY LISTENED TO WHAT PLAYERS WANT AND HAVE OVERHAULED MUCH OF THE GAMEPLAY //

conversion that leaves gamers with a sour taste in their mouths.

After playing this early preview version, we can't wait to give this one a really good squeezing in the near future, and we promise to keep the juice jokes to a minimum when we finally get our hands on the finished version.



// GUNS, MISSILES, ELECTRIC SHOCKS AND EVEN A CAR-MOUNTED GIANT HAMMER //

ETA
JUN

Micro Machines V4

Small cars you can drive everywhere

Publisher: Codemasters Genre: Racing WWW: N/A

Those miniscule *Micro Machines* trailblazed their way through the nineties, spawning a vast number of console titles from the Mega Drive to the GBA. Now, the franchise is being revived once more, and this new title is heading for the PSP, along with the PC, DS and PS2.

While it may sound like this is just going to be yet another racing title, *Micro Machines* provides a unique twist by giving you a huge selection of teeny-weeny vehicles to play with. We're talking true pocket size here; these cars are so titchy that you could probably fit a whole traffic jam's worth inside your PSP case.

The PSP version of *Micro Machines V4* is set to feature twenty-five different cars, including 4x4s, beach buggies and muscle cars. As with the previous games in the series, you'll be able to power up your car with a variety of boosts and

weaponry, allowing you to not only zip on past your opponents but also blast them to smithereens (which we like). These toys include guns, missiles, electric shocks and even a giant car-mounted hammer. And of course, there's always the option to play dirty and just try ramming pesky opponents.

One notable feature of the *Micro Machines* series has always been its weird and wacky racetracks. As well as returning to classic settings like the bathroom and the breakfast table, the locations on offer in this new game will include a rooftop, a chicken coop, a snooker table, supermarkets and even sewers. Everyday items become deadly obstacles when you've been shrunk down to mini-Me size, and each track will come with its own set of perils. Spilt milk will send your car skidding off the track, while hot stoves will melt your tyres and speeding snooker balls will send you spinning off course.



WiFi-wise you'll be able to race against up to seven other players, and these standoffs will not just be about who's first to cross the finish line. As well as the standard three-lap affair, victory will also be determined by lap times and checkpoints, as well as being settled in death matches, along with various tournaments with prestigious trophies up for grabs. And to top it all off, Codemasters has also added a track editor so you'll be able to let your imagination run wild creating more obstacle courses.

Micro Machines V4 should be with us by the summer time - better get that foot on the accelerator, then.

WANNA PLAY?

// IT LOOK LIKE THIS PSP EXCLUSIVE MIGHT JUST TURN OUT TO BE THE BEST SYPHON FILTER GAME YET //

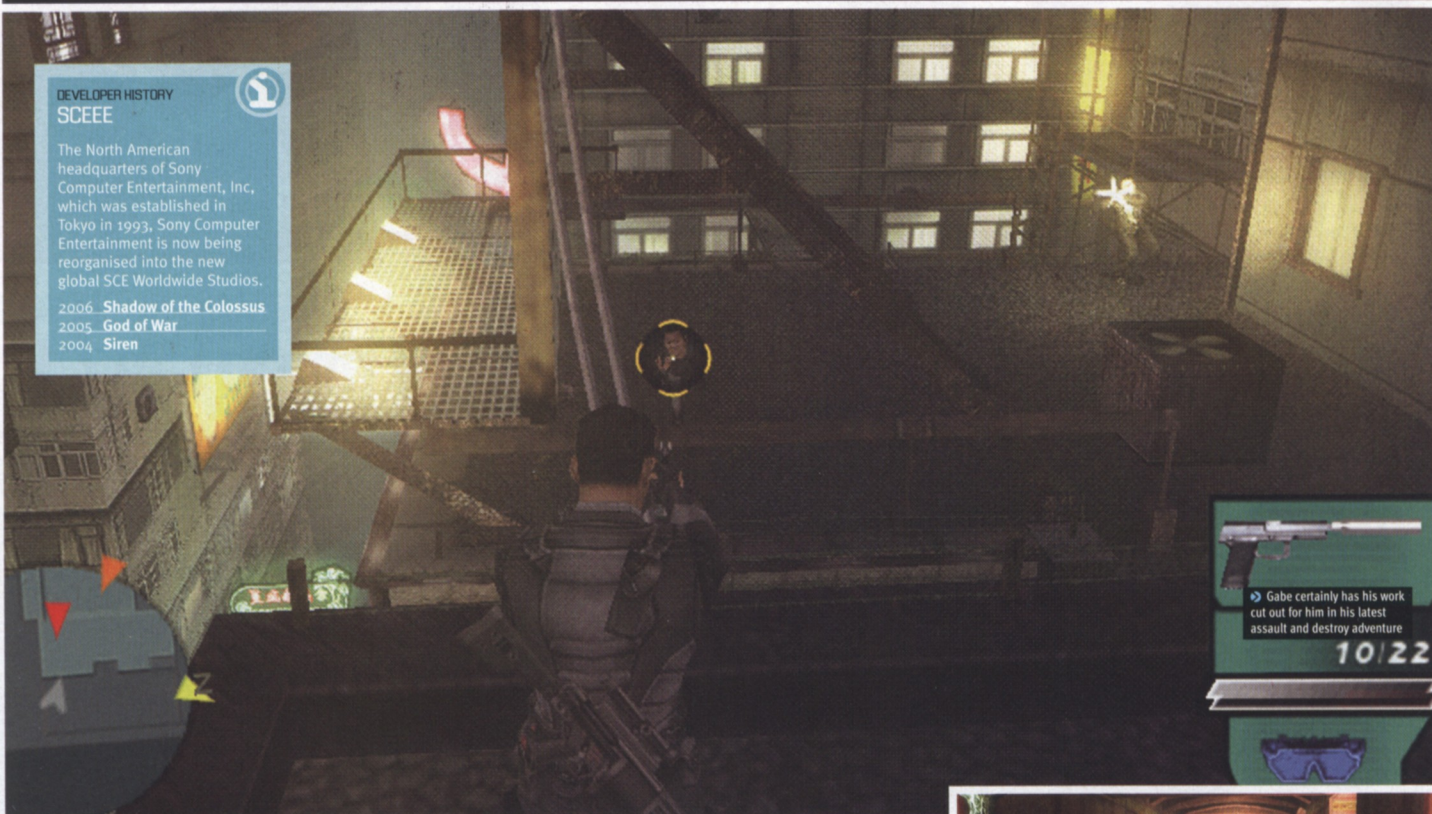
DEVELOPER HISTORY SCEE

The North American headquarters of Sony Computer Entertainment, Inc., which was established in Tokyo in 1993. Sony Computer Entertainment is now being reorganised into the new global SCE Worldwide Studios.

2006 *Shadow of the Colossus*

2005 *God of War*

2004 *Siren*



ETA
JUN

Syphon Filter: Dark Mirror

Through a mirror darkly . . .

Publisher: SCEE Genre: Action WWW: us.playstation.com/Content/OGS/UCUS-98641/Site

The *Syphon Filter* series has seen a bit of a fall from grace, given that *The Omega Strain* didn't exactly make waves on PS2. However, Gabe Logan is now gearing up to sneak his way onto the PSP for more third person action, and *Dark Mirror* is shaping up to be one hell of a game. We're

talking an overhauled graphics engine, a well-designed control system, voice chat support and online multiplayer for no less than eight people. It looks like this PSP exclusive might just turn out to be the best *Syphon Filter* game yet, and we've certainly got high hopes for it from what we've seen so far.

So what the hell's happened to our superspy, anyway? After the events of *The Omega Strain*, he's believed to be missing in action, which means that he's in the perfect position

to attempt the recovery of a devastating weapon that's codenamed Dark Mirror. Starting off with a comprehensive training mode, the game will see you sneaking and shooting your way through a total of twenty-three missions, plus you'll be able to unlock an extra five bonus missions once you've beaten the main game.

You'll have plenty of hi-tech guns and gadgets at your disposal, including night vision goggles and a rifle that fires a variety of precision darts. Your weapons will reload automatically, which means that you'll be able to save valuable seconds during combat. The locations on offer range from chilly Alaska to the South American jungle, and each one has been beautifully rendered. *Dark Mirror* has obviously been treated to the highest

production values, and as a result, it's looking fantastic.

The control system is far more intuitive than all too many PSP games, with a handy lock-on function and weapons menu. The AI has also been enhanced, which means that the characters will not only be smarter, but will also display a range of emotions, such as boredom, curiosity and surprise. Best of all, though, is the game's multiplayer capabilities. *Dark Mirror* is set to support online play for up to eight players, and the Infrastructure mode will give you access to leader boards, buddy lists and a server browser, as well as enabling you to create "cells" or clans. *Dark Mirror* will also support voice chat via a headset and microphone.

With *Dark Mirror* slated for a summer release, we're already getting very excited indeed at the prospect of playing the finished version. It looks like Sam Fisher may just have a fight on his hands.



➤ The upgraded graphics engine means beautifully rendered levels such as this are the norm



WANNA
PLAY?



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WE REVIEW EVERY UK PSP GAME

FILTER

YOUR BUFFER BETWEEN HYPE AND TRIPE

A VIEWTIFUL GAME

38 VIEWTIFUL JOE: RED HOT RUMBLE

It's fast, it's furious and it's rumbling its way onto the PSP. Get up to eye-blistering speed with our full review



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ME & MY KATAMARI

Me & my unpronouncable pal!

PURE
GENIUS!
AWARD

AT A GLANCE

PLAYABILITY	9/10
LOOKS	8/10
SOUND	9/10
CHALLENGE	10/10
LIFESPAN	9/10

- +** **KOOL:** Innovative, addictive, hilarious and completely off-the-wall
- **KHAOS:** Controls that you will find either awkward or challenging

The *Katamari* series has got to be one of the most insane and ingenious concepts ever to come out of the wacky factory that is Japanese games development. It's simple enough, but oh so very clever. This is a game that hands you a sticky ball and asks you to roll around getting more and more stuff stuck to it, snowball-style. Trees, sweets, continents... If you haven't played *Katamari* before, you're probably scratching your head right now, but trust us: this is just about the most fun that you can have with sticky stuff. It's completely weird, the music will get stuck in your head for hours, and

you'll find it almost impossible to put down.

Lots of kids have issues with their parents, but the tiny Prince of All Cosmos has got more problems than most. His father means well, but somehow everything he does just ends up causing more trouble. First it was a celestial pub crawl that destroyed the stars, and now, by going on a family holiday, he's managed to leave dozens of animals homeless. Parents, eh?

He might have spent the previous *Katamari* games lounging on his magnificent laurels while the Prince did all of the work, but the King of All Cosmos is knackered and decides that a family holiday is in order. His good intentions lead to chaos as usual when his morning swim causes a tsunami that devastates the Paradise Islands, leaving the animal inhabitants homeless, the big meanie. His miniscule green offspring, the adorable pipsqueak Prince, is immediately sent into action and is charged with collecting everything in sight in order to rebuild the

IN THE SAME VEIN



Archer Maclean's Mercury
Fun with chemicals as you try to move blobs of mercury about 9/10

Lemmings
Those silly suicidal rodents still haven't got a scrap of common sense between them 8/10



THE KATAMARI SERIES HAS GOT TO BE ONE OF THE MOST INSANE AND INGENIOUS CONCEPTS EVER

islands. And we really do mean everything. Those poor animals need assistance, and the King sure ain't going to be the one to do it, so this is where you come in.

When *Me & My Katamari* was first announced for the PSP, fans of the original PS2 titles were concerned about the controls, due to that missing analogue stick that everyone keeps going on about. Namco has wriggled around this so-called problem by mapping the controls onto the D-pad and face buttons. This may take some getting used to for those who've played the rest of the series, but while it means that Katamari-ing (it's a verb if we say it is) in this way may not feel quite as natural, it just makes for an added challenge.

GENRE: Puzzle • PLAYERS: 1-4 • PRICE: £29.99 • PUBLISHER: EA
AVAILABLE: 05 May • WWW.namco.com/games/memykatamari/





The game's hub is located on the Prince's very own island, a lush paradise that you can name after yourself/your loved one/your cat if you're so inclined, and which is home to all of the animals that the Prince assists, along with the royal photo album, rankings board and a hot air balloon for aerial island surveillance purposes. The Prince also has a little boat, which you can use to travel to two smaller islands occupied by royal relatives and more animals who'll request your roly-poly assistance. Best of all, the

island also features a slingshot, which will catapult the Prince off to the next level, narrowly missing his father's crotch on the way there.

While *Me & My Katamari* is by no means a port, it does meld together all of the best aspects of the previous games. The strict time limits remain, but many of the missions also feature Eternal modes, which allow for a more relaxed rollaround, giving you the chance to explore more of the levels, discovering some rather elusive presents as you go.

Each level takes place in a house, a town, or the entire world. The location depends on the starting size of your Katamari and the size you need to get it to in order to complete the level. You may start out very small in the beginning, but your Katamari will grow until you're able to roll up cities in a single sweep. Your objective is to gather enough stuff to increase your Katamari to a pre-set circumference, and hitting the required

YOU MAY START SMALL, BUT YOUR KATAMARI WILL GROW UNTIL YOU'RE ABLE TO ROLL UP CITIES IN A SINGLE SWEEP



WHO'S WHO?

The King of All Cosmos

Easily identified by his multi-coloured headdress, prominent stature and purple leggings, the King is the star of the show. The son of the late Emperor of All Cosmos, he spends his spare time learning Esperanto, flying and enjoying a good pub crawl or three. He also refers to himself using the 'Royal We', takes credit for all his son's hard work and is master of the Royal Rainbow.

The Queen of All Cosmos

Rarely seen other than in the opening and ending credits of the games and, although shorter than the King, is still a giant compared to the Prince.

The Prince

Heir to the Cosmos, the Prince is green and, at the beginning of *Katamari Damacy*, stood at only five centimetres high, although he grew two centimetres during the course of the game. Despite doing all the hard work, the Prince has no dialogue in any of the games, although he does get to sport a very snazzy wardrobe.

Cousins

The Prince has dozens of male and female cousins, all of varying shapes and sizes. They first appeared in *Katamari Damacy*, where they could be found in levels and rolled up. In subsequent games, the cousins became playable, but the King of All Cosmos still finds them deeply disturbing.



size will give the King the opportunity to do what he does best, which is monologuing to his heart's content!

Graphics-wise, *Me & My Katamari* is the same wild mess of colour that it was on the PS2. And then there's the music, which is as crazy as you'd expect from a game that's this off-the-wall. The previous *Katamari* games featured a perky, quirky soundtrack, consisting of utterly unintelligible

Japanese pop music, and the soundtracks from both of the last two games have been crammed onto the UMD. The tunes are selectable, so you can tailor the music to suit your tastes.

Me & My Katamari looks and sounds cute, but this game is by no means just a looker; it's got the substance as well as the style. There's an incredibly sadistic delight to be had in rolling up screaming schoolgirls, mice, mythical beasts and annoying house pets. All that roly-polying



Blocky bloke had trouble finding work after the Dire Straits video



8cm3mm

20cm



92cm3mm

1m50cm

Maybe if we stand with our hands by our sides, they won't come after us with that sticky thing



3m58cm6mm

10m

08

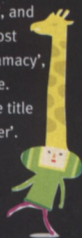
06

around is just so damn fun that it sends *Katamari*'s replay value through the roof, and you can even invite up to three friends into your sticky little world via WiFi.

There are those games where all of the satisfaction lies in winning a medal or completing a level, and

WHAT THE KATAMARI?

The word 'Katamari' is actually a Japanese pun. It translates into English as 'cluster', and the Japanese character used is almost identical to the one for the word 'damacy', the second part of the Japanese title. 'Damacy' translates as 'soul', so the title essentially means 'soul of the cluster'. The two characters can also be translated as the words 'ball' and 'circumference', both concepts that are key to the gameplay.



THERE'S AN INCREDIBLY SADISTIC DELIGHT TO BE HAD IN ROLLING UP SCREAMING SCHOOLGIRLS

then there are the ones that you almost don't want to complete because you just want to keep on playing. *Me & My Katamari* is one of those all too rare gems. This game is utterly bonkers and an absolute must-have. Lesley Smith

CONCLUSION

Roly-poly sticky silly fun! This is by far the craziest game that we've played on the PSP so far

SCORE 9/10



12+ 00 00 00

GENRE: Adventure ▶ PLAYERS: 1-4 ▶ PRICE: £34.99 ▶ PUBLISHER: Capcom
AVAILABLE: 12 May ▶ WWW: capcom-europe.com/monster

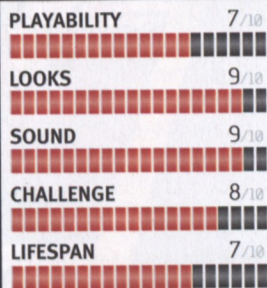
It's a bird, it's a plane... no, it's a bloody great dragon, actually



MONSTER HUNTER FREEDOM

Here be monsters... bloody big ones

AT A GLANCE



COMPLETE MONSTER: Graphically stunning, huge game, plenty to see and do

COMPLETE MUNTER: Dodgy camera controls, no training mode, can get repetitive



LOOK BEYOND THE GORGEOUS VISUALS AND THE CRACKS BEGIN TO SHOW

There are a number of words that I could use to describe this game. Epic, lush and beautifully realised are a few that spring to mind, but as something of a newbie to the *Monster Hunter* world and after knocking around in the universe for quite a while, the overriding word that springs to mind is infuriating. However, we'll come back to that later.

Making the leap from home console versions to the PSP, *Monster Hunter Freedom* really shows off the potential of the machine. After the epic fanfare-fed opening, you find yourself dumped into a village in tried and tested RPG style. Don't worry though, this isn't one of those RPGs that will have you spending all of your time chatting to villagers just to find out your back story. Instead, each villager actually proves to be surprisingly helpful, with hints and tips to aid you through the game. You'll quickly discover that your mission is to become the great Monster Hunter of the title. This involves leaving the safety of the village, after a quick visit to the guild headquarters, and heading out into the wilds to hack, slash and generally slaughter a vast array of dinosaurs and creatures in

order to complete your quests.

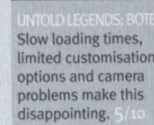
Missions vary from all-out bloodshed to collection and even gardening, fishing and treasure hunting. In the village itself, there are a number of cats that you can employ to cook for you. Yes, you really did read that right. These culinary felines can provide you with vital foodstuffs to improve your character. As with all RPGs, the ability to upgrade weapons and armour plays a vital part, and there are artisans and engineers in the village who can take the trophies of your quests and combine them into some impressive pieces of weaponry.

Graphically and aurally, the game proves to be a real treat with heavy plodding dinos and fast-moving Wyverns providing plenty of challenge. They are all beautifully rendered; the detail is such that you can even stand and watch blossoms falling in the village. However, look beyond the gorgeous visuals and the cracks begin to show. You are pretty much dumped into an unfamiliar world and left to get on with it. With no training mode, you will soon find that your early missions are a real pain, with frequent deaths and retries which may put many off.

IN THE SAME VEIN



KEY OF HEAVEN
Finally, a fully fledged RPG for the PSP that not only looks good but plays well too. 9/10



UNTOLD LEGENDS: BOBB
Slow loading times, limited customisation options and camera problems make this disappointing. 5/10

Perseverance or a solid knowledge of the series are the only things that will help you here, as the lack of a second stick means you have to use the D-pad to control the camera, which is not exactly ideal when locked into a fast-moving battle with raging raptors.

Overall, *Monster Hunter Freedom* is a game that offers a massive amount of depth, and with the option to get your pals to join you on quests via Ad Hoc multiplayer, it provides plenty of chances to complete the 200+ quests. However, casual players may well find themselves put off very quickly, making it one for experienced *Monster Hunters* only. Lee Ware

CONCLUSION

A beautifully realised game that may be ultimately be totally impenetrable to many

SCORE 7 / 10

3+ 00 00 00

GENRE: Platform ▶ PLAYERS: 1-2 ▶ PRICE: £34.99 ▶ PUBLISHER: SCE
AVAILABLE: Out Now ▶ WWW.us.playstation.com/Content/OGS

▶ What's so wrong about wanting a nice big bug hug?



▶ Even swanky hotels can have a bug problem.



DAXTER

Jak's faithful sidekick gets a star turn

AT A GLANCE

PLAYABILITY	8/10
LOOKS	9/10
SOUND	9/10
CHALLENGE	8/10
LIFESPAN	8/10

DAXTER: Simple, enjoyable gameplay, great presentation, PS2 connectivity

WHACKSTER: Occasional camera issues, it's nothing that hasn't been done before

DAXTER IS EQUIPPED WITH AN ELECTRIC FLYSWATTER AND AN INSECTICIDE SPRAY CANISTER



▶ You talkin' to me? You talkin' to me?

Set before the events of *Jak II*, *Daxter* sees the wisecracking orange sidekick starring in his very own platform outing. Jak has been incarcerated and so faithful furball Daxter is left to roam around Haven City. While attempting to rescue his pal, he takes on a job as a bug exterminator, which sees him being equipped with an electric flyswatter and an insecticide spray canister for lots of enjoyable bug-bashing shenanigans.

Daxter offers a well-balanced learning curve, easing you from simple tasks to more complex ones with relative ease. The straightforward control set-up sees you using the analogue stick to move around, and Daxter will jump, crawl and attack with relative ease, although the analogue stick can sometimes prove to be a bit oversensitive. While Daxter can perform special combos, the one-button attack does mean that these don't require

any real skill to master.

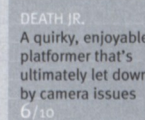
This is certainly a polished package – the graphics look great, the cut scenes are well animated and the loading times are just about as speedy as it gets on the PSP. The save system has also been very well thought out for portable play. As well as giving you the ability to save the game at any point, it will autosave every few minutes. You're also given an infinite number of lives, so if you send Daxter to his doom then you won't need to repeat too much.

As well as the main missions, which will see you bashing bugs and picking up various collectibles, along with the usual jumping, puzzles and a few boss battles, there's also a series of mini-games which take place in the form of dream sequences. Each one is based on a movie, such as a *Matrix* parody that sees Daxter fighting off an army of Agent Smith types in

IN THE SAME VEIN



MEGA MAN POWERED UP
A great remake of the 1987 classic, with old and new style levels 8/10



DEATH JR.
A quirky, enjoyable platformer that's ultimately let down by camera issues 6/10

'bullet time' style. You can also battle against a pal in Bug Combat mode, making use of various goodies that you've picked up in the main game, and best of all, *Daxter* offers cross-connectivity with *Jak X* on the PS2, enabling you to unlock bonus content in both games.

It may not be anything particularly new, but this is a thoroughly enjoyable 3D platformer, and there's enough content to make it well worth checking out. With 18 levels, Ad Hoc multiplayer and the added PS2 compatibility, it certainly offers plenty of bang for your buck. Great fun for platform fans. **Chris Jenkins**

CONCLUSION

Fairly predictable stuff, but it's a thoroughly playable platformer with plenty to keep you busy

SCORE 8/10



12 00 00 00



GENRE: Action ▶ PLAYERS: 2-4 ▶ PRICE: £34.99 ▶ PUBLISHER: Capcom
AVAILABLE: 26 May 06 ▶ WWW: viewtifuljoe.co.uk



VIEWTIFUL JOE: RED HOT RUMBLE

Lets get ready to Rumble!

AT A GLANCE

PLAYABILITY	7/10
LOOKS	8/10
SOUND	6/10
CHALLENGE	6/10
LIFESPAN	8/10

VIEWTIFUL: The overall look and pace of the game keeps it afloat

UGLY: The lack of any real beat 'em-up moves is a disappointment

Since 2003 when *Viewtiful Joe* was first introduced to the videogames world via the

Gamecube, the celluloid hero has starred in his own hit TV series and produced a number of multi-format games. Even with all of this fame, it seems that our friend is not satisfied and has made the conversion to the world of portable

gaming with a few tricks hidden up his sleeve.

The aim of this all-new, intense, action-packed game is to find a new star for the lead role in the now infamous Captain Blue's latest film, the only problem being that of who to give it to. With no immediate answer, there's only one thing to do: bring all of the contenders together and give it to the last one standing.

Before Joe and his friends fight it out for the lead role, we recommend taking part in the extremely vital training sessions. We only say this because even the most loyal

NOTHING BEATS HANDING OUT A GOOD BEATING, PSP-STYLE

Joe fans may struggle to control these hyped up, out-of-control battling buddies. However, if you think that you can master the controls without this training, then good luck to you!

When you feel that you're equipped with the necessary know-how, then head on over to the story mode and see if you are indeed good enough to be the next star of the film. You'll find yourself putting all the manoeuvres from the training into practice, from teleporting to a new battlefield to partaking in a variety of parallel tasks to executing slow-mo attack moves. The creators have even seen fit to include a collectible that will speed you up,



Seven seconds left to run around like a headless chicken



The results aren't looking good!





as if the characters weren't fast enough already.

Beating your opponent isn't too easy, as knocking them out will involve grabbing VFX, a highly important power boost, and using its special powers to help you beat your opponent's score. This can be done in a number of ways, but attacking and annihilating your opponent is the most satisfying of all because, let's be honest here,

nothing beats handing out a good beating, PSP-style.

The gameplay is not without its more annoying features, and the top of that list has to be the press-any-combination-of-buttons-to-win factor. This can be said of a number of PSP games that have emerged in recent months and is hopefully not the start of a worrying trend, but *Viewtiful Joe* could easily have avoided this by adding simple combos or special moves that don't just involve pressing a single button to activate. On the other hand, this does mean that the battle is anyone's to win or lose, which is definitely a plus when it comes to Ad Hoc mode.

If after long periods you feel that you need something more than the story mode, then this game doesn't let you down, with a few playable and potentially more interesting games on offer. Ad Hoc mode allows you to prove that there is only one master of the VFX, through beating your mates or even some random Joe who has laid down a challenge.

If there is one area that this game does really succeed in, it's the looks department. A more colourful, eye-catching PSP game will be hard to find, with each character coming equipped with their own colours

and outfits that, when dashing around, may make you find that you require a strong pair of sunglasses to play. The game surroundings are not without their dangers, as characters can use various objects to attack before you have even seen that they're there, which is all very cool as long as you're not on the receiving end...

The main problem with *Viewtiful Joe: Red Hot Rumble* is that it seems to be something of a case of swings and roundabouts, with the impressive visuals being offset by the poor sound, which has nothing more to offer than a few grunts and a dodgy backing track. That said, having a few extra games to succeed at and a versus mode that's not without its challenges means that it offers that little bit more for your money. *Pete Darke*

CONCLUSION

A fast, furious explosion of colour, although the controls are just that bit too simple.

SCORE 7/10

► IN THE SAME VEIN



DEATH Jr.
A quirky platformer with plenty of character, but let down by camera issues. 6/10



MEGA MAN MAVERICK HUNTER X
A classic old school franchise that's been updated for the PSP. 8/10

PROVE THAT THERE IS ONLY ONE MASTER OF THE VFX



12+ 00 00 00



GENRE: RPG ▶ PLAYERS: 1-4 ▶ PRICE: £34.99 ▶ PUBLISHER: Ubisoft
▶ AVAILABLE: 19 May ▶ WWW.untoldlegends.station.sony.com



▶ The ugly carpet had inspired an extreme reaction



▶ The ceiling fan was really starting to get out of control



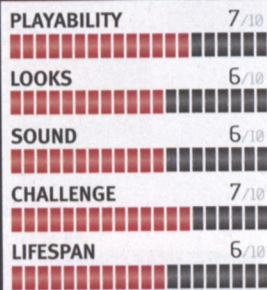
//COMBAT-FOCUSED BATTLES
THAT ALLOW YOU TO
TEST YOUR WEAPONRY
SKILLS AGAINST UP TO
FOUR PLAYERS //



UNTOLD LEGENDS: THE WARRIOR'S CODE

Some stories should remain untold

AT A GLANCE



- WARRIOR:** Extra playable characters and improved sound effects
- WORRIER:** Repetitive button bashing, lack of real quests



▶ Ms Hilton definitely looked a bit hungry



Untold Legends: *The Warrior's Code* is the second game in the *Untold Legends* series following the flawed *Brotherhood of the Blade*, which was released alongside the PSP itself last year. When *Brotherhood of the Blade* first came out, it was a less than stellar dungeon crawler that was let down in several key areas, such as loading times that seemed to take an eternity and camera angles that limited your attack and defence options. We are glad to say that the cries of anguish from the earlier game have not gone unheeded by the makers of *The Warrior's Code*. With more playable characters to choose from, as well as improved fight sequences and an enhanced 3D game engine, it all seems like rather less of a chore than the previous episode.

Character creation has been expanded somewhat, with more control over the look of your character than before, but it still lacks the depth that you would expect from an RPG when it comes to stats and abilities. However, once you're actually in the game, compensation comes in the form of an expanded items

package which allows you to combine trinkets that you pick up, in order to improve the abilities of your weapons and armour, as well as providing you with special attacks that use elemental forces unleashed from your weapon.

Even with these improved attacks and options, there's still no escaping the fact that this is a dungeon crawler game and as such the majority can be completed by simply walking along the rather linear path and jabbing at your attack button. For some, this will be manna from heaven, and a bit of hack and slash is no bad thing. It's just that it can quickly become rather dull and repetitive, giving you the feeling that you are not really given much influence over the game world you inhabit and are there as more of a spectator who's just along for the ride. A few puzzles to solve or even tasks that require the acquisition of certain items would have added some much-needed variety to the proceedings, but sadly this was not to be.

The Warrior's Code does at least feature an online multiplayer section that provides a co-operative two player story mode, with the progress being directly linked to the single player game. The player vs.

IN THE SAME VEIN



X-MEN LEGENDS II: RISE OF APOCALYPSE
Offers an impressive collection of heroes to choose from and plenty of replay value

7/10



KEY OF HEAVEN
A fully-fledged RPG for the PSP, complete with a customisable combat system

9/10

player option offers combat-focused battles that allow you to test your weaponry skills against up to four players, while both options feature macro-chat communication for that vital bit of trash talk to goad your opponent into making a mistake, as well as an online lobby and matchmaking system. Overall, a much needed improvement on the first game, but still a somewhat repetitive experience unless you hanker for the days of *Diablo*. **Tim Steer**

CONCLUSION

More playable characters, but it's let down by the linear gameplay

SCORE 6 / 10

12+ 00 00 00



GENRE: Racing ► PLAYERS: 1-8 ► PRICE: £34.99 ► PUBLISHER: Ubisoft
AVAILABLE: Out Now ► WWW: streetridersgame.uk.ubi.com



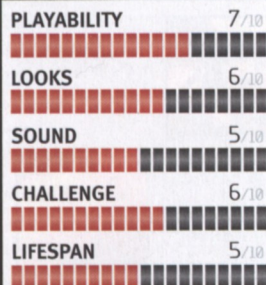
Well, it's his own stupid fault for driving a flashy red car



STREET RIDERS

Gutter clutter

AT A GLANCE



- CRUNK:** Good sense of speed, weapons target easily
- JUNK:** Repetitive tracks, weapons seem pointless, sloppy handling

When will games makers tire of trying to marry two genres to make a third, less than impressive one? Car combat is just such a genre, and there has yet to be a game in this vein that manages to blend the skill of a decent driving game with the all-out destruction of a good shooter. They either end up as an being over the top blast-fest that involves a lot of mindless spinning around before receiving a rocket up your tail pipe, or just a very dull racing game that tries too hard to somehow crowbar some violence into the mix.

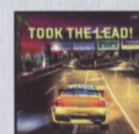
Known as *187: Ride or Die* on the PS2, *Street Riders* is just such a game. The title may have changed, but the less than impressive gameplay remains. The

storyline, as it is, sees you trying to regain the local turf and gain revenge on a gang that has 'done you wrong'. What you actually end up with is some very tight track street racing with a bit of weaponry thrown in to spice things up a little. As well as handling the driving duties, you also control the passenger by means of the shoulder buttons. This gives you the ability to fire your chosen weapon either in front or to the rear of your vehicle in order to take out your opponents.

Now, this is all very well and good, but the problems really start to pop up when you realise that almost all of the corners in the tight and winding tracks are right angles. Not a problem when you can powerslide, that is of course assuming that you can put up with the same sample comment being played over and over when you touch or even brush against a wall or obstacle. Add to that the fact that turning your opponents into fiery metal-strewn deathballs doesn't actually take them out of the race, but rather just slows them down a little. Just like real life, then...

So in essence what we are talking about here is repetitive tracks, unresponsive vehicles, dull gameplay and a handful of sound

► IN THE SAME VEIN



NEED FOR SPEED UNDERGROUND RIVALS
Better than the other *Need for Speed* offerings, but still one of the more average racing offerings 6/10



FIRED UP
Repetitive driving shooter that lacks replay value, game-sharing makes for multiplayer fun 6/10

TURNING YOUR OPPONENTS INTO FIERY METAL-STREWN DEATHBALLS DOESN'T ACTUALLY TAKE THEM OUT OF THE RACE

samples played ad nauseam. You can forget the multiplayer as well, as it is just more of the same. And a quick note to the games makers, just because you use the MF word in the cut scenes as often as you can, it does not make this a 'cool' game. Avoid this one and head for the other street racers that don't require a lame weaponry system to make them enjoyable. Marc Powell

CONCLUSION

A dull, repetitive street racer that isn't even spiced up by adding guns to the mix

SCORE 5 / 10



The weapons are all very well in theory, but they don't make this game any better





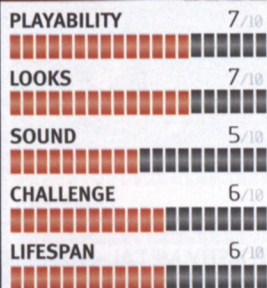
That'll teach them to go around saying that pink is a girly colour



GENERATION OF CHAOS

Welcome to the new generation

AT A GLANCE



- CHAOS:** Good-looking characters, lengthy game
- CARNAGE:** Steep learning curve, too many text conversations

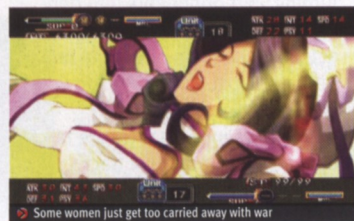
RESEMBLING A LESS REALISTIC BUT MORE VISUALLY PLEASING COMMAND AND CONQUER



The snowflakes were a bit bigger than anyone had expected

Those of you who are looking for a user-friendly RPG along the lines of *Zelda* or *Final Fantasy* won't find it here, but if you want a deep strategy RPG for your long train journeys or those boring nights when there's nothing on TV, you might just find it in the form of *Generation of Chaos*.

Getting the main criticism out of the way first, the main letdown with this game is the lack of help on offer. While some games have the tendency to annoy you with constant 'helpful' pop-ups, which make you feel as if you're being spoonfed, *Generation of Chaos* is the complete opposite. Even on referring to the manual, your knowledge will still be limited. This game has a great deal of content, but getting to it is another matter, and most players will find the poorly-designed menus to be something of a complicated mess.



Some women just get too carried away with war

Menus aside, the visuals aren't particularly brilliant either. The text can be difficult to read due to the fact that the creators have used a very small font. They have also abbreviated almost all of the text, which doesn't exactly make it any easier to decipher. That said, the overall look of the game is passable enough, resembling a less realistic but more visually pleasing *Command and Conquer*. The graphics look better now than when *Generation of Chaos* was originally released on the PS2, with a unique Japanese cartoon style to the characters, but the most impressive aspect of the game's visuals comes in the form of the battle scenes, which enable you to get into 30 vs. 30 mass brawls.

After you have spent a couple of hours randomly pushing buttons in order to see what happens, *Generation of Chaos* will slowly unfold in front of you, and suddenly



Time to witness the power of sprouts!

IN THE SAME VEIN

	KEY OF HEAVEN For our money, this is the first must-have RPG on the PSP 9/10
	BREATH OF FIRE III A poor port that fails to add anything new to this PSOne relic 4/10

you will find that you have a game in your hands as opposed to a puzzle that just doesn't quite seem to fit together. This does mean that you're probably not going to complete it in one night, so there's plenty here to keep you busy if you're willing to persevere. Those of you that can't get your head around the learning curve will probably have given up long before the game actually gets going, but if you've got the staying power to stick with it, you won't be completely disappointed. Tim Steer

CONCLUSION

Once you're familiar with it, *Generation of Chaos* makes for a decent enough game, but it's far from amazing

SCORE 6 / 10

18+ 00 00 00 00



GENRE: Sports ▶ PLAYERS: 1-6 ▶ PRICE: £34.99 ▶ PUBLISHER: 2K Sports
AVAILABLE: Out Now ▶ WWW. 2ksports.com/games/wpt/



IN THE SAME VEIN



WORLD SERIES OF POKER
An enjoyable poker outing with the character options adding a little extra something... 8/10



METAL GEAR ACID
The *Metal Gear* series makes the successful transition to trading card game... 8/10

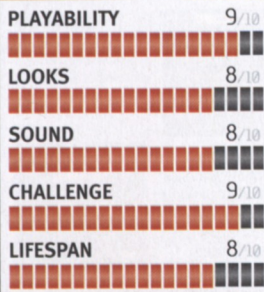


WORLD POKER TOUR

Will you be all in, or just a flop?

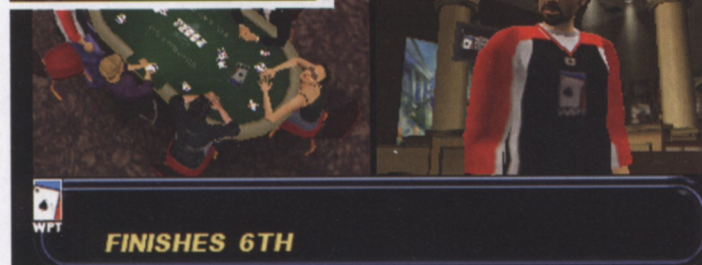


AT A GLANCE



ALL-IN: Well presented, gentle learning curve, huge array of options

FLOP: Video intros can be a little glitchy, losing your whole pot is not fun



The current worldwide obsession with poker is mystifying to many. Why do we have this sudden fascination with a game that was previously the niche of seedy casinos, east end gangster hideouts and western films? We'll tell you why: it's because there is nothing quite like the thrill of putting all your money in on the turn of a couple of cards.

Whether it is real money you are wagering in an online tournament or virtual coinage in a game on your PSP, the thrill is still the same.

The problem with most poker games is that the uninitiated may find themselves in a bewildering world of flops, folds and river cards. That is where a game like *World Poker Tour* comes in.

Using the licence, styling and visuals of the popular TV series of

the same name, *World Poker Tour* offers a wider variety of options than any poker game that we've seen on the system so far. Don't worry if you've never played before, as the extremely handy 'Poker Lingo' option will soon initiate you as it explains terms, hands and procedures during the game, so that even a virtual novice will be an accomplished player by the end of their first game. But be prepared to swim with the sharks very quickly, as the extra confidence given by these lessons will soon see you itching to jump into career mode and mix it up with the big boys and girls of the professional circuit.

When it comes to variety of games, this title delivers in spades as well. The huge range of options means that there are over 4,000 variations of games that you can play, and it's not all about sitting on your own taking on the world's best in single or career play either. Flick up that wireless switch on the side of your machine and a whole

A GAME THAT WAS PREVIOUSLY THE NICHE OF SEEDY CASINOS, EAST END GANGSTER HIDEOUTS AND WESTERN FILMS

country of players opens up to you, as well as the ability to play against your friends. As you can imagine, adding that online element brings in a whole new world of challenge when human players become part of the equation.

Graphically it is all very nice, with just the right atmosphere being created in the many worldwide venues. The inclusion of actual footage, profiles and interviews taken directly from the TV show means that you'll feel like you are right there as you view the real life counterparts of their pixelated personas going through the highs and lows of a professional poker game. If you love your poker then this is the ideal game to slip in your pocket for those on the road games, and even poker virgins will find something to love here, as the game eases you into the risk-filled world of poker very nicely. Marc Powell

CONCLUSION

A very polished and playable game that comes very highly recommended for novices and veterans alike.

SCORE 9 / 10



3+ 00 8 00

Action Zone

2D Pitch

Report

GENRE: Sports

PLAYERS: 1

PRICE: £34.99

PUBLISHER: Eidos

AVAILABLE: Out Now

WWW: championshipmanager.co.uk

Stoke City 1

Plymouth Argyle 1

49 : 40

Match Stats

On Target	1	2
Off Target	6	6
Corners	0	0
Free Kicks	11	12
Fouls	10	7
Offsides	2	5
Passes	47%	42%
Tackles	38%	38%
Yellow	2	1
Red	0	0

21. Forster

8. Brammer

Bangoura

That's a free kick

Another shocking decision by the ref!

Brentford

Leicester 3-1

Options



CHAMPIONSHIP MANAGER 2006

Could you take Sven's job? Or would you be better off coaching netball?

League One

Results

Saturday, 11th August 2007

1st	Bournemouth	2	1	Grimsby Town	5th
2nd	Plymouth Argyle	4	1	Plymouth Argyle	2nd
3rd	Blackpool	3	0	Port Vale	17th
4th	Doncaster	2	1	Sheff Wed	20th
5th	Northampton Town	0	1	Tranmere Rovers	18th
6th	Oldham Athletic	1	0	Walsford	13th
7th	Peterborough United	3	0	Leiston Orient	12th
8th	Southend United	3	2	Colchester United	14th
9th	Southend United	2	0	Blackpool	23-4
10th	Stoke City	2	2	Walsley Wanderers	20th
11th	Wrexham	2	2	Hull City	22nd
12th	Wrexham	0	0	Walsley Wanderers	20th

Looks like an early season sacking is on the cards

AT A GLANCE

PLAYABILITY

9/10

LOOKS

8/10

SOUND

4/10

CHALLENGE

8/10

LIFESPAN

9/10

CHAMPIONS LEAGUE: An intense and addictive game that's always fun to play

SUNDAY LEAGUE: Let down by the lack of goals and the dodgy soundtrack

IT'S STILL THE MASTERPIECE THAT WE HAVE GROWN TO EXPECT FROM THE CHAMPIONS OF THE FRANCHISE

Whatever you thought about the whole *Football Manager/Championship Manager* mayhem a couple of years ago, you can't deny that *Championship Manager* made for a true delight when it came to the PSP. All the leagues were there, all the players were there and of course, you could play it anywhere.

One of the interesting points about *Champ Man* when it first came to the PSP was the fact that you could download new season data via the Infrastructure mode, meaning that the game would never be out of date. So you can imagine how shocked we were when we found out that Eidos was going to release *Championship Manager 2006*. Naturally we assumed that there must be a different style to the game, maybe some new menus or the strikers being given the killer instinct that they lacked in the previous outing. However, it turns out that *Championship Manager 2006* is exactly the same as it

was on its PSP debut, the only difference being that the players' stats have changed slightly, which (we thought) was the whole point of being able to download the new system data.

We're not trying to take anything away from the game itself here. It's still the masterpiece that we have grown to expect from the champions of the franchise, with 25,000 players from 12 footballing nations and 55 playable leagues. But one of the main flaws is the fact that the soundtrack hasn't changed - this might not sound like a big deal, but for those who haven't heard it, it really is one of the most annoying tunes in the world!

Gripes aside, the gameplay itself is just as satisfying, as it always was with the 2D match engine, which gives an interesting insight into both the positive and negative aspects of your team, but there is still a big problem when it comes to the somewhat crucial matter of actually scoring goals. If you are dominating

IN THE SAME VEIN

English Premier Division

Football Manager Handheld

A success for the developer and a fitting extension to the *Champ Man* heritage

8/10

FIFA 06

Stunning graphics and great gameplay prove the FIFA franchise isn't just a pretty face

8/10

games or just going for the cheeky counter-attack, most matches have a tendency to finish 2-1 or 0-0, and let's face it, games minus goals don't exactly equal fun.

As with all the other games in this long line of management sims, there is still that addictiveness factor, which can leave you unable to think about anything other than your possible transfers or formations for the majority of the day. Just don't go expecting anything drastically different from this new instalment. **Tim Steer**

Next Response

Saturday 8th January 05

Santa Cruz - Corinthians friendly proposal

Santa Cruz have offered Corinthians a friendly match on Saturday, 19th February 2005.

Reject

Accept

Formations: this is where you'll make or break it as a manager

Next Response

Friday 2 July 04

Mark and Liam

Mark and Liam are pleased to announce that Jim Mac has been appointed as the new manager.

The new look mail section is a lot smoother and easier to use

CONCLUSION

An enjoyable and competent game that disappointingly offers very little change from its predecessor

SCORE 8/10

3+ 0080



GENRE: RPG ► PLAYERS: 1 ► PRICE: £34.99 ► PUBLISHER: Ignition

AVAILABLE: Out Now ► WWW.IGNITIONENT.COM/POP/



► The queue for pensions at the post office was starting to get silly



POPOLOCROIS

This boy just loves his mum



► The cutbacks meant that Stone Henge was looking a bit pitiful these days



► Why bother sitting on thrones when you can perch on the back instead?

AT A GLANCE

PLAYABILITY	8/10
LOOKS	7/10
SOUND	6/10
CHALLENGE	7/10
LIFESPAN	7/10

POPOLOCROIS: Charming graphics and storyline, plenty of hours of gameplay

POPOLOCROD: Frequent waits while the game loads, too many random encounters

We've said it before and we'll say it again: there just aren't enough decent RPGs available for the PSP. While racing and sports games fans have been more than spoilt for choice, RPG-lovers have been left with only a handful of titles to choose from, and all too many of those have proved to be average at best. *PoPoLoCrois* is more of a light introduction to RPG games rather than an adventure of epic proportions, but it still has plenty going for it.

The *PoPoLoCrois* series has been around since its first PSOne release in 1996, but this is the first time that it has seen a release outside of Japan, where it has proved to be pretty popular, even spawning its own spin-off anime series as well as several sequels. The PSP game combines two of the previous titles, adding a third chunk of storyline to fill in the time in between.

The star of the story is Pietro, who is ten years old at the start of the

game. He's got more woes on his shoulders than your average ten-year-old, as he discovers that his mother, who he previously believed to be dead, is trapped in a Sleeping Beauty-style super snooze. Poor little Pietro is determined to rescue his mother, so he sets out to save her soul, not to mention the world. And they say that kids have it easy these days.

What follows is an RPG that harks straight back to the old school. You'll spend much of your time wandering around, talking to people and collecting items. There's also a lot of battling to be done, including frequent random encounters which can prove to be somewhat frustrating. The combat system allows you to use various different attacks, including character combinations, special attacks and magic, as well as giving you the option to allow the AI to take over and fight for you. A grid system gives the proceedings an element of strategy, but the loading times mean that things feel less than fluid. It's not so much that you'll be waiting for a long time, it's just that the game needs to stop and load so often that it becomes irritating after a while.

The 2D graphics are by no means cutting edge, but the game's retro style gives it a whimsical charm, and the animated cutscenes are gorgeous.

► IN THE SAME VEIN



Key of Heaven
This is by far the best RPG that we've played on the PSP so far 9/10

Untold Legends: The Warrior's Code
An improvement on the previous instalment, but only just 6/10



POPOLOCROIS PLAYS MUCH LIKE AN INTERACTIVE FAIRYTALE

PoPoLoCrois plays much like an interactive fairytale, and with around 30 hours of gameplay to be had, there's enough here to keep you busy, although it lacks the depth that seasoned RPG players may be hoping for. Charming in spite of its faults, *PoPoLoCrois* may not innovate, but it's an enjoyable enough outing. **Will Evans**

CONCLUSION

Enjoyable and charming, but by no means innovative, and lacking an epic enough story for seasoned RPG fans.

SCORE 7/10



► Things had got a bit out of hand with mowing the lawn

STEALTH HAZARD WIN!

A PSP and a copy of Tom Clancy's Splinter Cell Essentials!

Sam Fisher's back in black for more stealth action in *Tom Clancy's Splinter Cell Essentials*, and it looks like he may just have turned rogue. With Sam's entire career coming under question, you can't afford to miss this exciting new installment in

the fantastic franchise. Thanks to those sneaky peeps at Ubisoft, one lucky winner will be getting their hands on a brand spanking new PSP and a copy of *Tom Clancy's Splinter Cell Essentials*, and four runners-up will also get a copy of the game.



Q

To be in with a chance of winning, simply answer the following question:

Which covert organisation does Sam Fisher work for?

a) MI5 b) Third Echelon c) Third Eye

Put your answer on a postcard, or the back of a sealed envelope, along with your name, address and telephone number and send it to the following address by 23 May

Stealth Hazard, PURE PSP Magazine, Evolve Publishing Ltd, Matford Business Centre,
Matford Road, Exeter, Devon, EX2 8ED

Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Stealth Hazard Competition" and your answer in the subject line.

No cash alternatives can or will be offered. Winners will be selected at random from all correct entries received by the closing date. The editor's decision is final.





NEOPETS: PETPET ADVENTURE - THE WAND OF WISHING

How many pets would a Petpet pet if a Petpet could pet pets?

You've got to love those virtual pets. They're cute, they don't die (well not really), and they'll never mess up your carpet. With obvious overtones of a certain Nintendo catch-'em-all franchise, the *Neopets* brand has amassed an enormous internet following through the years, and now you can get 'em on your PSP.

Two Neopets have had a bit of a

scrap over the fabled Wand of Wishing, opening up a portal into Petaria. Your task is to recover this important artefact, playing as one of four species of Petpet.

Apart from giving your Petpets names and dipping them into coloured puddles, players can also purchase magic orbs to raise their attributes, and level-up their virtual counterparts with tokens won from fighting in the Battledome - which

also provides a wonderful setting for head-to-head wireless multiplayer action.

Those who aren't familiar with the world of Neopets may take some time to get the hang of it all, but with a selection of easy-to-navigate menus and cute graphics, *The Wand Of Wishing* has plenty of appeal and fans of *Neopets* will almost certainly enjoy it. Will Evans

PURE SCORE 8 / 10



SPONGEBOB SQUAREPANTS - THE YELLOW AVENGER

More mediocre mayhem from the yellow fellow

Poor old SpongeBob. He's yet to see a game that's worthy of the twisted and frankly strange goings on in Bikini Bottom, and *The Yellow Avenger* really isn't going to be the game that changes this.

SpongeBob's heroes, Mermaid Man and Barnacle Boy, have been kidnapped by the Dirty Bubble. So our yellow squishy pal needs to make use of Mermaid Man's utility belt, as well as getting help from

his friends, in order to free his heroes, along with the residents of Bikini Bottom.

Unfortunately, the result is a game that's little more than a rather tired platformer that doesn't really introduce anything new. It also labours under the misconception that continual to-ing and fro-ing across the same areas in order to collect items and then deliver them back is a substitute for actually bothering to create a large and interesting game environment.

Fans of the 'Bob will probably get some brief pleasure out of having their spongy little pal in their hands, but sadly this is likely to be short-lived as the game's repetitive nature soon becomes irksome. MP



PURE SCORE 4 / 10



METAL GEAR ACID 2

Play the hand you're dealt

Solid Snake went all TCG on us for *Metal Gear Acid*, but there were more than a few hiccups hampering that first PSP outing. Konami has tried to improve things for *Acid 2*, but despite doubling the number of cards available and implementing a new control system, the game still fails to impress.

We had got quite excited about getting our hands on the Sol!d Eye add-on, as we figured that it could give us a bit of a giggle, but the flimsy cardboard box (yes, it really is cardboard) that turned up just made us laugh. CJ

PURE SCORE 4 / 10



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PLAYSTATION PORTABLE CHAPTER AND VERSE ACCORDING TO PURE

BUYER'S BIBLE

Your guide to better living through gaming

So, you've missed a copy of PURE? That's alright; we forgive you just this once, but make sure you don't do it again. Like beating up the smart kid in class and nicking his homework, we've got you covered. We'll keep you out of the naughty corner when your mates ask you what's hot and what's snot. Chapter and verse, this is all you need to study of the holy scriptures of PSP gaming.

ARCHER MACLEAN'S MERCURY



Fiendishly difficult and ridiculously addictive, this stylish puzzler will have you guiding blobs of mercury around a series of hazard-ridden 3D mazes in the *Marble Madness* of the 21st century for PSP. Just make sure you top up your patience levels first!



KATAMARI DAMACY



Dabboo-dabboo-da-dabba. Trust us; this makes perfect sense when you've played this otherwise completely bonkers Japanese roll 'em-up. You start with a small ball, finish with a big ball. That's it. Sound dull? Think again - this is one game we keep coming back to.



GAME TITLE	PUBLISHER	GENRE	ISSUE	SCORE
▶ Ape Academy	SCEE	Platform	1	6
Ape Escape escapees in mini-game collection form - it's cute but just that bit too simple				
▶ Ape Escape P	SCEA	Platform	1	6
Vintage platformer stages a far from glorious comeback due to poorly-implemented controls				
▶ Archer MacLean's Mercury	Ignition	Puzzle	1	GENIUS! 9
▶ Armoured Core: Formula Front - Extreme Battle	505 Gamestreet	Simulation	3	8
Build your own unbeatable robot in what may become something of a sleeper hit				
▶ ATV Offroad Fury: Blazin' Trails	SCEA	Racing	1	IMPORT 5
This off-road racer is more frustrating than furious, although multiplayer is good				
▶ Boku No Watashi No Katamari Damacy	Namco	Puzzle	2	GENIUS! 9
▶ Breath of Fire III	Capcom	RPG	2	4
A disappointingly poor port that fails to add anything new to this aging PSOne relic				
▶ Burnout Legends	EA	Racing	1	GENIUS! 9
▶ Bust-a-MoveGhost	505 Gamestreet	Puzzle	4	8
More bubble-blasting antics from dinky dinosaurs Bub and Bob. Simple and addictive				
▶ Championship Manager	Eidos	Sports	1	9
There's more than enough here to keep any would-be boardroom big cheese satisfied				
▶ Coded Arms	Konami	FPS	1	5
The PSP's first FPS may look the part, but it's let down by monotonous gameplay				
▶ Colin McRae Rally 2005 Plus	Codemasters	Racing	1	8
A slick and challenging racer, marred by flawed controls and a steep learning curve				
▶ Con, The	Sony	Fighting	2	IMPORT 5
Attempts to overhaul the fighting genre but is let down by poor controls				
▶ Crash Tag Team Racing	Vivendi	Racing	1	6
Crash Bandicoot is back in a racing/platform combo that's fun, but it's no Mario Kart				
▶ Darkstalkers Chronicle: The Chaos Tower	Capcom	Fighting	1	5
Zany anime-style 2D beat 'em up that suffers from poor controls, crippling gameplay				
▶ Dead to Rights: Reckoning	Namco	Action	1	2
It promises hardboiled action adventure, but only manages to deliver monotony				
▶ Death Jr.	Konami	Action	2	6
A quirky platformer with plenty of character, but camera issues let it down				
▶ Dragon-Ball Z: Shin Budokai	Atari	Fighting	4	4
Aerial battles don't make up for the fact that the characters all feel the same				
▶ Dynasty Warriors	Koei	Fighting	1	7
Lead warring factions to imperial glory in this enjoyable oriental hack and slash				
▶ Everybody's Golf	SCEE	Sports	1	7
With charming, colourful graphics and simple gameplay, this is relaxing and addictive				
▶ Exit	Ubisoft	Puzzle	2	8
The unique graphics and tricky obstacles will keep you pinned to your PSP				
▶ F1 Grand Prix	SCEE	Racing	1	7
It has all of the drivers, teams and tracks, but there's no real sense of speed				
▶ FIFA 2006	EA Sports	Sports	1	8
Stunning graphics and great gameplay prove the FIFA franchise isn't just a pretty face				
▶ FIFA Street 2	EA Sports BIG	Sports	3	8
Rule the streets and take down world-class players, with plenty of game modes				
▶ Fight Night Round 3	EA Sports	Sports	3	GENIUS! 9
▶ Fired Up	SCEE	Action	1	6
Repetitive and lacks replay value but game-sharing makes for multiplayer fun				

BURNOUT LEGENDS



The driving game that reminded the world that arcade racers are actually far more fun than po-faced driving simulations comes to PSP in Greatest Hits form and impresses with its speed and car carnage. That said, it does suffer from seen-it-all-before-itis. One for Burnout newbies?



FIGHT NIGHT ROUND 3



Technically outstanding, *Fight Night Round 3* offers extremely polished tactical boxing action and the depth of gameplay will keep you coming back again and again no matter how many times you go crunching down onto the canvas. One title that should be on every PSP owner's list.



GO! SUDOKU



The most addictive number puzzler since *Minesweeper*. The aim of the game is to arrange the numbers from 1-9 in each 3x3 square without duplicating a digit on any line. It'll twist your melon.



KEY OF HEAVEN



For our money, this is the first must-have RPG on the PSP. It offers a deep storyline with extra downloadable moves and looks beautiful in motion. Also known as *Kingdom of Paradise* in the US.



MEGA MAN MAVERICK HUNTER X



We asked for top notch 2D platformers and by jove, we got one! This cross-generational veteran returns for a slick slice of old school gaming and we loved it! Not essential, but great fun.



GAME TITLE	PUBLISHER	GENRE	ISSUE	SCORE
➤ Football Manager 2006	Sega	Sports	4	8
Offers everything that you'd expect from a new footie management title				
➤ Frantix	Ubisoft	Puzzle	1	4
Great graphics can't compensate for the lack of challenge or variety in this sub-par puzzler				
➤ Frogger: Helmet Chaos	Konami	Platform	2	7
The classic arcade amphibian gets a passable 3D makeover but lacks that "Wow!" factor				
➤ From Russia With Love	EA	Action	4	9
➤ Ghost in the Shell: Stand Alone Complex	Bandal	Action	1	6
This futuristic shooter is lacking in polish and fails to do justice to its animé inspiration				
➤ Go! Sudoku	SCEE	Puzzle	1	9
➤ Grand Theft Auto: Liberty City Stories	Rockstar	Genre	1	9
Addictive car-jacking action from the ever-popular GTA series, with plenty of variety				
➤ Gripshift	Ubisoft	Puzzle/Racing	1	4
An attempt to fuse several genres that fails to execute any of its ideas successfully				
➤ Harry Potter and the Goblet of Fire	EA	Platform Action	1	6
An authentic slice of Potter magic, this looks good but is lacking in longevity and challenge				
➤ Infected	Majesco	Action	1	5
Zombie splatterfest allows you to 'infect' other PSPs over Infrastructure, but it's limited				
➤ Kao Challengers	Atari	Platform	1	7
Kao the Kangaroo hops onto another console for a colourful but unexceptional adventure				
➤ Karakuri	Tecmo	Platform	2	7
This novel platform-come-puzzler is endearing and enjoyable, but only one game mode				
➤ Key of Heaven	SCEE	RPG	2	9
➤ Koloomn	505 Gamestreet	Puzzle	4	6
Another <i>Tetris</i> wannabe with more than a passing nod to <i>Lumines</i> – fun but not fantastic				
➤ Legend of Heroes, The: A Tear of Vermillion	Namco	RPG	2	2
Possibly the first torture device for a handheld games machine. Avoid like the plague				
➤ Lemmings	SCEE	Puzzle	2	8
➤ Lord of the Rings: Tactics	EA	Adventure	1	5
Turn-based Middle Earth, but the characters are lacking and the RPG elements disappoint				
➤ Lumines: Puzzle Fusion	Ubisoft	Puzzle	1	7
One of those simple-but-tricky falling shapes games that always work on handhelds				
➤ Madden NFL 2006	EA Sports	Sports	1	4
The best-selling American Football franchise fails to score a touchdown on the PSP				
➤ Marvel Nemesis: Rise of the Imperfects	EA	Action	1	6
Marvel and EA release a sub-standard button masher with poor collision detection				
➤ MediEvil Resurrection	SCEE	Action	1	8
The cowardly Dan Fortescue is back for more comical hack and slash fun				
➤ Mega Man Maverick Hunter X	Capcom	Platform	2	8
➤ Mega Man Powered Up	Capcom	Platform	3	8
Mega Man gets a 21st century makeover, with old and new stages and a level editor				
➤ Metal Gear Ac!d	Konami	Strategy	1	8
The <i>Metal Gear</i> series makes a successful transition to TCG for Solid Snake's PSP debut				
➤ Midnight Club 3: DUB Edition	Rockstar	Racing	1	7
A decent portable port with crisp controls and plenty of vehicles and customisation options				
➤ Midway Arcade Treasures	Midway	Arcade	3	8
A great collection of timeless arcade classics brought up to date for some multiplayer fun				
➤ MLB 06 The Show	SCEA	Sports	4	8
A highly-polished baseball game that shows just what the PSP can do				
➤ MX Vs. ATV: On the Edge	THQ	Racing	4	8
Talented opponents and plenty of well-designed tracks make this a joy to play				
➤ Namco Museum Battle	Namco	Arcade	1	7
A collection of much-loved retro classics in authentic form, with four new arrangements				
➤ NBA Ballers Rebound	Midway	Sports	4	8
A nice change from team games, with an engaging TV tournament mode				
➤ NBA Live '06	EA Sports	Sports	1	8
➤ NBA Street: Showdown	EA Sports BIG	Sports	1	7
This is basketball, with the <i>Street</i> series' usual emphasis on showing off to the max				
➤ Need For Speed Most Wanted 5-1-0	EA	Racing	1	5
Illicit street racing may sound like fun, but you're better off giving this a miss				
➤ Need For Speed Underground Rivals	EA	Racing	1	6
Better than <i>Most Wanted</i> , but still one of the more average racing offerings on the PSP				
➤ NFL Street 2: Unleashed	EA Sports BIG	Sports	1	7
A satisfying arcade take on the game that the Americans like to call football				
➤ Outrun 2006: Coast 2 Coast	Sega	Racing	4	6
Looks nice, but the mushy controls and lack of variety make it far from perfect				

FROM RUSSIA WITH LOVE



Based around the classic *Connelly*, with recognisable missions and plenty of gadgets. This is one of the best Bond games we've played, not to mention one of the best PSP games full stop.



LEMMINGS



Every inch the classic gameplay we were hoping for, *Lemmings* may disappoint with its lack of innovation, but as a faithful interpretation of a gaming great, this is up there with the best.



NBA LIVE '06



Fast and frantic action, as the gameplay rages from end to end of the court, *NBA Live 06* impresses with its fantastic graphics and great range of game modes. Both playable and enjoyable.



SPLINTER CELL ESSENTIALS



The best stealth hero in the business is back to revisit remixed missions from previous *Splinter Cell* outings. A great addition to the franchise – fans of the series will love it.



TOCA RACE DRIVER 2



Just how ambitious would you like to get Codemasters? How did they cram in so many vehicles, over so many tracks in so much detail? It's beyond us, but we're glad they did.



VIRTUA TENNIS



Yet to disappoint on any format, *Virtua Tennis* is every bit as intuitive and enjoyable on PSP as it has ever been. It's also quite possibly our favourite sports game so far.



GAME TITLE	PUBLISHER	GENRE	ISSUE	SCORE
▶ Peter Jackson's King Kong	Ubisoft	Action	1	6
Fun initially, but the more we play it, the less we like it. Bad monkey. Lose two points				
▶ PoPoLoCrois	AgeTec	RPG	2	7
As a cute and colourful RPG, this is fun enough but unfortunately lacks lasting appeal				
PQ: Practical Intelligence Quotient	D3 Publisher	Puzzle	4	6
No multiplayer and lacks character, but it'll give your grey matter a thorough workout				
▶ Prince of Persia Revelations	Ubisoft	Adventure	1	8
A reworking of <i>The Warrior Within</i> that boasts dynamic action, but is a slight disappointment				
▶ Pro Evolution Soccer 5	Konami	Sports	1	7
Still the best gameplay in the genre, but it's let down by the lack of content				
▶ Pursuit Force	SCEE	Action	1	7
This is like a more linear <i>GTA</i> , except that you're fighting crime, not committing it				
▶ Rengoku: The Tower of Purgatory	Konami	Action	2	3
Bland, boring and handles like a haddock on a rollerskate. Watch some drying paint instead				
▶ Ridge Racer	SCEE	Racing	1	8
Namco's arcade classic is back with its trademark drift handling and cutting edge graphics				
▶ Tokobot	Take 2	Puzzle	3	5
This is a cute little puzzler based on an ingenious concept. Shame it's so poorly executed				
▶ Samurai Warriors: State of War	Koei	Fighting	3	7
The neat story can't offset the lack of challenge or variety – it's just <i>Dynasty Warriors</i> again				
▶ Smart Bomb	Eidos	Puzzle	1	6
Not the best puzzle game on the console, but it's challenging and well-presented				
▶ Socom U.S. Navy Seals Fireteam Bravo	SCEA	FPS	4	10
▶ Spider-Man 2	Activision	Action	1	6
An average game-movie tie-in with awkward controls and little in the way of replay value				
▶ Splinter Cell Essentials	Ubisoft	Action	4	9
▶ SSX On Tour	EA Sports BIG	Sports	1	8
It's worth getting past the learning curve for the great graphics and satisfying tricks				
▶ Star Wars Battlefront II	Activision	Action	1	8
Would have benefited from Infrastructure mode, but the force is still strong in this one				
▶ Street Fighter Alpha 3 Max	Capcom	Fighting	2	8
The classic beat 'em-up series returns in authentic -ism style with 17 different game modes				
▶ Street Supremacy	Konami	Racing	4	4
This street racer suffers from sluggish controls, with no real sense of speed				
▶ The Sims 2	EA	Simulation	1	8
The weird and wonderful world of the Sims is back with some quirky new features				
▶ Tiger Woods PGA Golf 2006	EA Sports	Sports	1	8
A good conversion with instinctive controls and a sophisticated character creation system				
▶ Twisted Metal: Head-On	SCEE	Racing	1	8
The slick, intense action makes this just as impressive as its PS1 and PS2 incarnations				
▶ TOCA Race Driver 2	Codemasters	Racing	1	9
▶ Tokobot	Take 2	Puzzle	3	5
This is a cute little puzzler based on an ingenious concept. Shame it's so poorly executed				
▶ Tony Hawk's Underground Remix 2	Activision	Sports	1	9
▶ Ultimate Block Party	Conspiracy	Puzzle	3	7
Nothing particularly groundbreaking, but it might just give <i>Lumines</i> a run for its money				
▶ Untold Legends: Brotherhood of the Blade	Activision	RPG	1	5
Limited customisation options, slow loading times and camera problems disappoint				
▶ Virtua Tennis World Tour	Sega	Sports	1	9
▶ Wipeout Pure	SCEE	Racing	1	9
▶ World Rally Championship	SCEE	Racing	1	6
All you'd expect from a licensed rally sim, but the gameplay is shallow and disappointing				
▶ World Series of Poker	Activision	Puzzle	2	8
Enjoyable and well-presented with full character customisation and enough game modes				
▶ World Snooker Challenge	Sega	Sports	1	6
Offers a variety of modes and players but the Aiming Aid is lacking in precision				
▶ World Tour Soccer	SCEE	Sports	1	5
Feels like it's been rushed out and too many of the basic options are locked				
▶ Worms: Open Warfare	THQ	Action	3	8
Wormicidal warfare is still fun, although new weapons would have been appreciated				
▶ WWE Smackdown! Vs. Raw 2006	THQ	Sports	1	6
Boasts slick presentation and some great features, but ultimately suffers due poor controls				
▶ X-Men Legends II: Rise of Apocalypse	Activision	RPG	1	7
Offers an impressive collection of heroes to choose from and has plenty of replay value				

SOCOM: FIRETEAM BRAVO



It's worth owning a PSP just to get a bit of the Fireteam action. This is one of the best PSP games around, complete with Infrastructure support for up to 16 players.



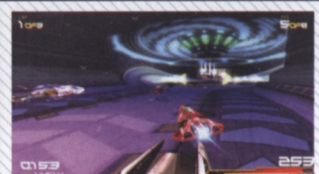
THUG REMIX 2



Who'da thunk it? A free-roaming, trick-tastic skate game in the palm of your hand? The level of control is inspirational and we still haven't tired of grinding our way around the streets.



WIPEOUT PURE



This slick cyber-racer is just so impressive it even converted our Anne from a confirmed racephobe into a slaving speed junkie. No other game can match it for download content.



HALL OF GAME

The 'Best of Breed' games on PSP in every genre...

These are the games that represent the pinnacle of development for the PSP in each of their specific genres. Whether you're looking to build up the most well-rounded PSP library you can, or you just want to know which of those high-scoring games is most likely to float your boat, this page is crammed with the cream of the crop.



➤ ACTION



GRAND THEFT AUTO: LCS

This free-roaming crime spree is impressive. Even dodgy cameras, audio and on-foot controls can't mar this great game. An extremely competent entrant into the *GTA* pantheon.

PURE SCORE 9 /10

➤ ADVENTURE

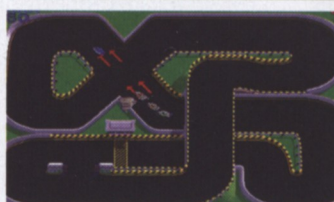


MEDIEVAL RESURRECTION

Another dose of surreal skeletal hack 'n' slash. We're glad to see a return to form for the cowardly one, Sir Dan, with sumptuous visuals and chuckling voiceover antics from Tom Baker.

PURE SCORE 9 /10

➤ ARCADE



MIDWAY ARCADE TREASURES

Classic old school arcade games repackaged with many benefiting from multiplayer additions to take advantage of the PSP. A reminder of the days when titles relied upon gameplay rather than looks.

PURE SCORE 7 /10

➤ SHOOTER



SOCOM FIRETEAM BRAVO

One of the most impressive games we've played on the PSP and the only one to receive 10 out of 10. With multiplayer support for no less than 16 players and a headset accessory to boot.

PURE SCORE 10 /10

➤ FIGHTING



STREET FIGHTER ALPHA 3 MAX

The classic beat 'em-up's back for another 2D tubthumping bout - this time with more game modes than you can shoot a fireball at. This old fella still has some legs even now.

PURE SCORE 8 /10

➤ PLATFORM



MEGA MAN MAVERICK HUNTER X

One of the most enduring characters of all time returns in this addictive mixture of blasting and platforming. This will give your gaming skills a thorough workout even by today's standards.

PURE SCORE 8 /10

➤ PUZZLE



ARCHER MACLEAN'S MERCURY

A truly addictive puzzle game that is at turns simple and infuriatingly difficult, but blessed with that essential addictive quality that separates a good puzzler from a truly great one.

PURE SCORE 9 /10

➤ RPG



KEY OF HEAVEN

Finally, a fully-fledged RPG for the PSP. Beautiful graphics complete with a customisable combat system give this title some amazing depth, after a long wait now finally available in the UK.

PURE SCORE 9 /10

➤ RACING



WIPEOUT PURE

Wipeout Pure is a credible conversion with very few flaws and should be in any futuristic racer's library. The first title to take full advantage of the machine's wireless capabilities.

PURE SCORE 9 /10

➤ SPORTS



VIRTUA TENNIS: WORLD TOUR

Games are fast and never less than fun. And nothing is more satisfying than winning a 20-stroke rally. Simple controls make even a beginner feel like a real chalk line pro.

PURE SCORE 9 /10

➤ STRATEGY



METAL GEAR ACID

Metal Gear Acid is surprisingly fun, even for people averse to turn-based gaming. Easy to pick up and play but it offers a surprising amount of depth. "Is that a Snake in your pocket?"...

PURE SCORE 8 /10

➤ IMPORT



MLB 06 THE SHOW

An extremely well-rounded, polished title that shows off the PSP's capabilities to the max, with crystal sharp graphics, super smooth animation and a thoroughly absorbing career mode.

PURE SCORE 8 /10

ACCESS

ALL AREAS

We like to live the Rock 'n' Roll lifestyle here at PURE, so in true hedonistic fashion, we thought you'd like to share our VIP pass to the backstage party of the game of your choice



APE ESCAPE P

SAVE LIFE DURING A FALL

Much like in the PlayStation version, you can save yourself from losing a life during a fall by doing the following: Press Start, then , then select 'Yes'. This has to be done during a very high fall and must be done quickly!



THE POWER OF ONE

Want to play *WipeOut* against your friends but have only one copy of the game? Well, fear no more because our sleuths have been on the case and we've found there are many games out there that don't support game-sharing but can still allow multiplayer fun.

For this demonstration, we'll be using *WipeOut Pure*, although it can be done with any game that completely loads a level and does not access the UMD during gameplay.

Start the game on the host machine and start a multiplayer Ad Hoc game. Load through to the multiplayer lobby

Eject the disc and pass to a friend. You will now be asked the standard question of whether you want to quit back to the main menu. Choose no to return to the lobby screen

Player Two should now load in the game as usual and make their way to the multiplayer menu and choose Join Game. The host machine should now offer the chance of pressing  to continue. Select this option. The PSP with the UMD will now load into the start grid and hold

Switch the disc back to the host machine and that will now load into the start grid and you can let the racing begin

To add more players, repeat step three for each player. This can be done for up to five players (or the limit of the game in question)

A few words of warning to help you. At the end of a game you may well find your PSP locks up. This is easily remedied by opening your PSP and inserting another disc to reboot the machine.



DRAGON BALL Z: SHIN BUDOKAI

START IN TRANSFORMED STATE

On the selection screen, hold down the R button while choosing a transformable character. This allows you to start in your transformed state, so that you don't have to power up during the game.



DAXTER

MASK LOCATIONS

Clank Mask

The Clank Mask is in Tanker 1. Bounce your way across the spring pads and climb the wall in front of you. At the top, use your hover ability to reach the next wall. At the top of this wall you will find a picture behind you. Use your hover ability once again to get to the picture and smash it for your reward.

Human Daxter Mask

The Human Daxter Mask is in the hotel level. After the first pipe slide, run up the slope. When you get to the top, turn around so you are facing a ledge. Using the hover attachment, make your way to the picture and smash it to be rewarded with a mask and a free bonus hat.

Jak Mask

The Jak Mask can be found in the prison level. Make your way to the second cell block, which is populated by three guards. Sneak behind the guards and follow them round

counter-clockwise. Behind the second pillar you will find a key. This key opens the first door you see towards the north east of the room. Open it and smash the picture on the shelf to get your hands on the Jak Mask.

Ratchet Mask

The Ratchet Mask is in the Subway level. After the train jumping section you will reach a climbing net with energy bolts shooting upwards. Climb the net and look down the side closest to the exit from the level. You will see a ledge you can drop down onto and a picture to smash in order to snaffle the Ratchet Mask.

Samos Mask

The Samos Mask can be found in the Lumbermill stage. Once you have passed the first set of saw blades after the bug zapper, look to your left where you will see a stream. Jump to the left off the platform and hover, staying close to the wall. Part of the way along you will find an alcove in the wall that contains the picture that you need to smash in order to grab the Samos Mask.

Sly Cooper Mask

The Sly Cooper Mask is in the City Port area. Head for the warp gate to Emerald Isle, but don't go through it. Behind the gate, you will find a box. Jump onto it, then drop down behind it. Turn around and you will see a picture on the back of the box. Smash the picture to open the box and reveal the Sly Cooper Mask.



MEGA MAN MAVERICK HUNTER X

HEART TANK LOCATIONS

Throughout the game, both X and Vile can collect heart tanks to upgrade their current hit points. The locations of the tanks for each character are:

HEART TANK LOCATIONS (VILE)

Stage Armored: Armadillo

Location: At the end of the stage when you reach the moving platforms, jump from the highest point over to the right. From there you will see a new platform. Jump onto it and ride to the tank.

Stage Boomerang: Kuwanger

Location: Head up the spiky platform, and when it slows down, jump on top of the tiny platform before it breaks and jump to the left to grab the tank.

Stage: Chill Penguin

Location: Once you reach Vile's armour, carry it all the way back along the upper level route and smash the igloo near the beginning of the cave to reveal the tank.

Stage: Flame Mammoth

Location: In the first room with multiple levels of platforms, make your way to the top and jump off to the left onto the ledge, you will see an opening in the wall containing the tank.

Stage: Launch Octopus

Location: When you reach the falling bombs area, ride the funnel of air up to the top of the ship and destroy it. Follow the path and destroy the boss to be rewarded with the vital tank.

Stage: Spark Mandrill

Location: After defeating the mini boss, you will run into Vile's armor. Grab it and ride it until the end of the floor and then jump out. You can also use the boomerang if you prefer.

Stage: Sting Chameleon

Location: Near to the beginning of the level, you will see a lone robot swinging his axe. Jump onto one of his platforms and ride it all the way to the tank.

Stage: Storm Eagle

Location: Ride the moving platforms all the way to the top of the building, holding Vile's armor. Follow the path to find the heart tank.

HEART TANK LOCATIONS (X)

Stage: Armoured Armadillo

Location: At the second dozer mechanoid, you have to destroy the dozer itself with either Storm Tornado or Fire Wave. This will allow you to jump up to the small tunnel containing the heart tank.

Stage: Boomerang Kuwanger

Location: After you have scaled the tower and gained Kuwanger's weapon, return to the last area of the tower and use the weapon to retrieve the tank.

Stage: Chill Penguin

Location: Make your way to the top of the cave, to the area with the igloos. Once there, use the Fire Wave to destroy the furthest left igloo to reveal the tank.

Stage: Flame Mammoth

Location: After you have completed Chill Penguin, make your way to the area with the platforms and frozen lava, head to the far right and you will find the tank tucked away under a long platform.

Stage: Launch Octopus

Location: Sink the whale battleship and then break through the shutter. Kill the Utoboros and retrieve the tank from the room on the far right.

Stage: Spark Mandrill

Location: After acquiring the Boomerang Cutter, use it to snag the heart tank from an unreachable platform near the middle of the level in a top right corner.

Stage: Sting Chameleon

Location: You will need to have defeated Launch Octopus before going for this one. Right before you get to the cave, slide down the hole and crush the rocks, then dash over to the platform to pick up the vital tank.

Stage: Storm Eagle

Location: After you have acquired the Leg Parts, ride the lifts up to the very top, then jump off to the left to land on top of the building that contains the heart tank.





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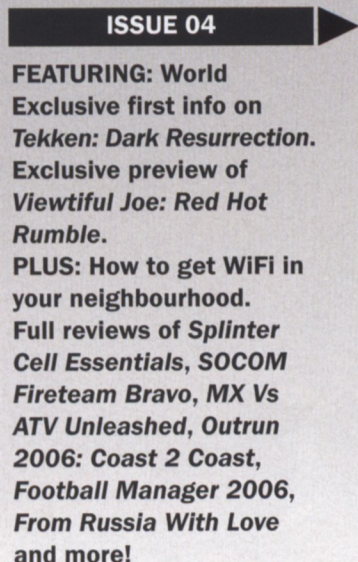
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Footy Frolics

WIN!
FIFA Street 2
goodies

We've got some official FIFA Street 2 goodies to give away courtesy of EA. Six lucky winners will each be grabbing some very smart Adidas gear and a copy of one of the best FIFA skill games around.

The Adidas tracksuits, consisting of bottoms and Polo tops, come in snappy black with red artwork and a very smart FIFA Street 2 logo to make you the envy of your friends. And let's not forget the very important astro-turf trainers, which will not only improve your ability but will also enhance your street cred as you sport their distinctive red and black Predator styling. Please note that all applicants need to supply their sizes for both the clothes and trainers on entries in order to prevent disappointment.

People of all footballing ability will be considered, and all you need to do is answer the following question:

Who appears on the cover of FIFA Street 2 and is the main in-game player?

A: Ronaldinho

B: Cristiano Ronaldo

C: Ronald McDonald

Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than 23 May: Footballing Frolics, PURE PSP Magazine, Evolve Publishing Ltd, Matford Business Centre, Matford Road, Exeter, Devon, EX2 8ED

Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Footballing Frolics" and your answer in the subject line.

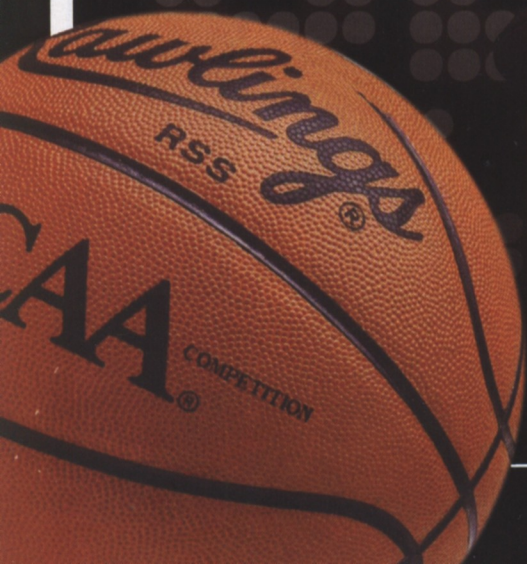
Term & Conditions:

No cash alternatives can or will be offered. Winners will be selected at random from all correct entries received by the closing date. The editor's decision is final.

GROUP TEST»

We set the world of sports alight as every
PSP sports game goes head to head

LET THE GAMES BEGIN





THEY SAY THAT YOU SHOULD EXERCISE FOR AN HOUR A DAY, BUT WHAT IF IT'S COLD? WHAT IF IT'S RAINING? GIVE US A COMFY CHAIR, A CUPPA AND A CRACKING SPORTS GAME ANY DAY OF THE WEEK. WELL, IT IS EXERCISE, FOR YOUR THUMBS AT LEAST. BUT WHICH OF THE MANY SWEATY, DIRTY AND PHYSICALLY DEMANDING SPORTS GAMES DESERVE TO PULL THAT HARD-EARNED CASH OUT OF YOUR POCKET?



ROUND 1

We put the sporting stars up against their compatriots to find out just who rules the roost.

THE BEAUTIFUL GAME

The national obsession and the reason that most blokes get up in the morning. Or is it all just overpaid whiners kicking a ball around a field? You decide.



FIFA 06

Finally, FIFA is fit to rival Pro Evo. The official license carries a lot of weight here. With all of the official leagues, player names and cup competitions, FIFA has the edge over any rival, especially on the PSP, stepping up its game to become one you don't want to mess with.



PRO EVOLUTION SOCCER 5

Has soccer evolved to a new level?

Arguably the best multi-format football game ever produced, *Pro Evo* has made its way to the PSP but at the expense of some of its better parts. What does remain is little more than a simple pick up and play kickabout.



WORLD TOUR SOCCER

Can it hack the pace?

World Tour Soccer just feels like a rush job, booted out of the door in the early days of the PSP's life so that football fans would have something to play with until the big boys joined. The result is a game that isn't fit to be anything more than a temporary fixture.

THE SCORING
Kicking a ball around and looking cool is all well and good. But just how do the titles match up when it comes to competitions and leagues? Is it a rounded experience or just a kick around in the park?

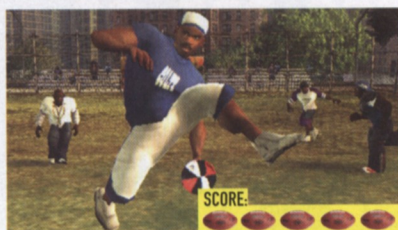
WINNER!

FIFA '06

With more in-game options, all of the licensed names and kits and the best looks to boot, *FIFA* is the clear winner.

THE STREET TEAMS

Forget the flashy stadiums and seated arenas. Take it to the street, bin the rules and get ready to show off.



NFL STREET 2: UNLEASHED

This is how they play in da hood

Take the monster that is *Madden* and strip out all the glitz, now throw in some acrobatics and good old American showboating. All of which makes for a harder hitting, much more fluid take on America's favourite sport. Nothing can beat using a wall as a ramp to gain the height and distance advantage in order to slam in another touchdown.



FIFA STREET 2

A game where everyone's Ronaldinho

One of the few street games to really make an impact. With a fully updated box of tricks and a host of top players, this is a game in which to show off your ball skills and expand your ego. It's just a shame that the tricks can be a bit on the repetitive side.



NBA STREET: SHOWDOWN

There's nothing like a good showdown

Despite the showboating nature of basketball, even in its professional status, this is sadly the least entertaining of the EA's Street pantheon. Not quite as polished as its brethren, *NBA Street: Showdown* feels like a missed opportunity when compared to the others in the group.

THE SCORING
It may be all about looking cool and busting some major moves out on the street, but which games represent smooth flowing and ball-based ballets and which run down a cul-de-sac?

WINNER!

NFL Street 2

Greater variation and slicker looking moves than it's compatriots, makes the whole experience just that bit more fulfilling.

SPORTING STUPIDITY

Because gravity on the Moon is one sixth of what it is on Earth, to play basketball you would need a hoop 60 feet (20 meters) high. During the 2003 baseball season, a Pittsburgh Pirates player was fined \$432 for using his bat during a game at Miller Park in Milwaukee to hit a woman mascot who was dressed as an Italian sausage.

There are 336 dimples on a regulation golf ball.

A Manchester City fan was banned in 1995 from bringing dead chickens into the Maine Road ground. He used to celebrate City goals by swinging the birds around his head.

In 1963, baseball pitcher, Gaylord Perry remarked: "They'll put a man on the moon before I hit a home run." On July 20, 1969, a few hours after Neil Armstrong set foot on the moon, Gaylord Perry hit his first, and only, home run.

It takes 3,000 cows to supply the NFL with enough leather for a year's supply of footballs.



THE MANAGERS

Grab a sheepskin and get those footballing clichés ready.



CHAMPIONSHIP MANAGER 2006

Can you handle the pressure?

With its status as the original management game, *Championship Manager* will always appeal to a huge majority. This game is more about picking up and playing rather than really taxing your management skills, and with a database of 25,000 players and 55 leagues, there's plenty to play with.



FOOTBALL MANAGER HANDHELD

Are you the next Sir Alex Ferguson?

With all the original *Champ Man* developers on board, this game is a brand new vision that has taken the management sim one step further. The sheer level of depth may be offputting for some, but *Football Manager Handheld* offers a much deeper and more rounded management sim.

THE SCORING
Standing shouting from the sidelines is all well and good. But just how much do you feel like you are really in 'charge'? Do you have intricate control of your team or are you just a sofa spectator?

WINNER!

Football Manager

By far the more detailed and realistic of the two, rather than the pick eleven players and off you go type of game.

IMPORTED SPORTS

SPORTS GAMES FROM THE GREAT ORIENT!



KINNIKUMAN MUSCLE GENERATIONS

Sport: Wrestling
Publisher: Bandai
Also known as *Ultimate Muscle*, this superhero wrestling game is based on a manga and anime series that was created by two Japanese high school students under the pen name Yudetamago, which means 'boiled egg' in Japanese.



EYESHIELD 21 PORTABLE EDITION

Sport: American Football
Publisher: Konami
Not the catchiest name, we know. Based on the *Shounen Jump* manga series about American Football, *Eyeshield 21* is a team management game that will see you commanding your squad to victory by playing through a series of story-based mini-games.



DERBY TIME 2006

Sport: Horse Racing
Publisher: SCEJ
Sony's portable horse racing simulation features 2700 domestic race horses, 42 real name jockeys and Ad Hoc multiplayer for up to nine players, with the ability to share your horses via memory stick. It also allows you to interact "closely with your horse, massaging it and giving it special food."



WINNING POST 6 2006

Sport: Horse Racing
Publisher: Koei
Koei's rival portable horse racer simulation is a port of the 2003 PS2 game *Winning Post 6*, with updated data. It allows you to become a racehorse breeder and raise up to three horses, in a stable no less (who would have thought?), both in Japan and overseas.

PUGILISTIC PLAYTIME



FIGHT NIGHT ROUND 3

A total knockout

A game that offers boxing fans everything they've ever wanted, this is as real as the gaming ring gets with no exception. *Fight Night* offers a real challenge, and with hard-hitting punches and an intuitive control system, it makes a real impact and livens up what could have been just another dull slugfest.

Since the dawn of time, man has fought man. Now you can do it on the bus.



WWE SMACKDOWN! VS RAW 2006

Real or fake, it's still entertaining

Flashy intros, huge hulking behemoths, beautiful ladies and oh yes, some wrestling thrown in as well. It may be the best incarnation of the game for many years, but that doesn't stop it from being an overly complicated and often infuriating bunch of blokes in lycra knocking seven bells out of each other.

THE SCORING
Flailing your arms around may be ok for girls fighting, but does it cut the mustard in the ring? Do you feel like you are taking a beating or just dancing around looking like a fool in a pair of shorts?

WINNER!

Fight Night

It may not have the lovely ladies of its competitor but it does have the realistic, hard hitting action that makes it a joy to play.

THE GOLFERS

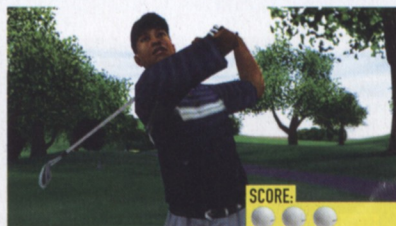


EVERBODY'S GOLF

A golfing great for non-golfers

A blissfully simple game that's perfect for playing in a group. Even though the main challenge of simply swinging when the bar is in the right place means that play is very straightforward, it still offers a challenging game of golf with plenty of variety to keep you coming back for more.

In what other sport could you get away with such silly trousers?



TIGER WOODS PGA TOUR 06

Golf the way the pros play

This is as challenging and realistic as it gets. If you can master the art of a good swing then *Tiger Woods* will definitely suit you, but this is a game that's more suited to golfing fans than your average gamer. The lack of variety also means that this one doesn't score too highly in the replay value stakes.

THE SCORING
Knock the ball in the hole, pick it out. Hit it again. That is in essence what golf is all about. But how much challenge, variety and enjoyment, not to mention pure skill, does each game offer?

WINNER!

Everybody's Golf

Tiger may be more technically gifted, but *Everybody's Golf* dominates in every other way over its more serious counterpart.

LET'S GET EXTREME



SSX ON TOUR

It's like skateboarding, but on snow

Taking the successful *SSX* franchise into a whole new arena means that snow fiends can now get their fix on the go. The manic pace, death-defying tricks, multiple routes and the addition of skiing into the mix makes this a real contender to be king of the mountain.

Floppy hair, baggy clothes and saying "dude" a lot are the order of the day.



TONY HAWK'S UNDERGROUND 2

All the fun of skating, but without the pain

The *Tony Hawk's* franchise has gone from strength to strength, but although this outing on the PSP does a competent job, as with its console brothers the whole 'underground' tilt that the franchise has taken feels more like an episode of *Jackass* than a *Tony Hawk* game.

THE SCORING
We all like a bit of high flying trickery, but is there enough variation? How easy are the tricks to pull? Do you feel "at one" with your board or just something there to add ballast to the whole experience?

WINNER!

SSX On Tour

SSX is faster, more technical and when you pull one of the big jumps it has you just wanting to do it all over 'just one more time'.

ROUND 1 (Continued)

HIT THE HOOPS



NBA LIVE 06

Slam dunk the funk

One of the quickest sports around makes this game anything but dull, and playing on a small court with each basket being nothing more than three strides or two passes away means that defending is very frustrating. It's all end to end stuff, but the lack of any real skill involved means that this becomes a rather dull experience.

Pull on your designer trainers and prepare to get squeaky out on the court.



NBA BALLERS REBOUND

One on one action, gotta love it

There are a lot of NBA games on the PSP, but this is definitely one of the best, with the ability to involve the crowd in moves and pull out fast-paced tricks followed by a signature slam-dunk. Even though it does not carry the 'Street' tag, the inclusion of less than legal moves makes for an entertaining if less than true to the sport simulation.

THE SCORING
Is it just running from end to end and slamming in baskets, or does the game give you that feeling of taking part? When it comes to basketball, it's all fast moving, but at the end of the day, is it fun?

WINNER!

NBA Ballers

Interaction with the crowd helps give that feeling of being involved. An all-action title that will keep you on your toes.

THE WILD BUNCH



MADDEN NFL 06

There's nothing quite like sacking the Quarterback

The biggest sport in America is leading the way in technical sports games; this game is more than just rugby for girls. With a plethora of options, the depth of this game lets you see just why the franchise has been so popular for so many years.

The games that stand alone from the others as being unique in their choice of sport.



MLB THE SHOW 06

There's nothing more frustrating than a swing and a miss

"Batter, batter, batter..." Baseball is one of those sports games that just play well on any games machine. This may seem like a simple game at first, but its nuances soon become apparent and with practice it soon offers a rich and rewarding experience.

THE SCORING
A varied bunch this time around. We look at how well they represent their sport. Do you feel like you are out there with the players or simply left munching hotdogs in the grand stand?

WINNER!

Virtua Tennis

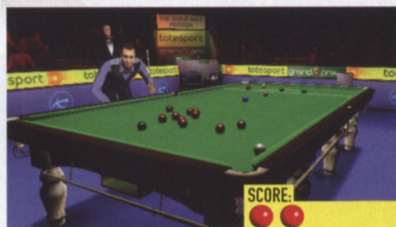
The only real challenge to the winner in this group was Madden, but with the ability to allow an average Joe to pick up and play it has blown Madden straight into touch. Although the other games do a fine job with their chosen sports, they really can't hold a candle to the tennis champ.



VIRTUA TENNIS: WORLD TOUR

It was on the line!

Another simple pick up and play game. Unlike most other tennis games, a simple control system means that even a novice can be sending them sailing back over the net like a pro within just a few minutes. The mini-games also secretly hone your skills while providing fun at the same time.



WORLD SNOOKER CHALLENGE 2005

Wake up, it's your shot

Let's face it, snooker is never exactly going to offer much in the way of an adrenaline rush you're looking for. However, the slow and sedate pace, coupled with less than impressive AI make this a 'faller' at the first fence in our great competition.

ROUND 2

NBA BALLERS REBOUND



One-on-one basketball is fast, furious but ever so slightly frustrating. With a real lack of quality trick moves, apart from the alley-oop and one-two with the crowd, the one big rescue factor is the blingin' characters and satisfying slam-dunking.

SSX ON TOUR



Set on the slopes of one mountain, SSX allows players to feel the rush of snowboarding without the dangers. The simplicity and wide range of tricks on offer is outstanding and puts most games to shame.

FIGHT NIGHT ROUND 3



Beating an opponent has never been this realistic and being taken down by the computer has never been so easy, with genuine boxing moves and the timing of your punches being so crucial you can't just wade on in and hope that one of your fifty swings is going to hit.

EVERYBODY'S GOLF



Any game that allows a player to use a frying pan as a golf club has really tried to catch the gamer's imagination. Hitting the ball is based around one bar, which sounds easy enough but we think there will a few more shouts of BOGEY! before the NICE SHOT! sign comes up.

meplay is king for the second round.
st how much fun are our winners to
ay when it really comes down to it?

VIRTUA TENNIS WORLD TOUR



On the other hand you have a game that is equally as fast but is also just plain fun to pick up and play. It may just seem like a lot of back and forth, but with a wide variety of shots, winning a good rally is like strawberries and cream, sitting together perfectly just like the game.

NFL STREET 2: UNLEASHED



NFL Street 2: Unleashed is the best of the NFL, but at the end of the day you are limited to moving from one end of a pitch to another, when compared to the ability to pick your route down the many paths of a mountain, it all seems a little pedestrian.

FOOTBALL MANAGER HANDHELD

English Premier Division		
Continue	Home	Sat 24 September 2005
Table	9th	Birmingham v Everton
Fixtures & Results	4th	Blackburn v Arsenal
Team Stats	18th	Charlton v Bolton
Player League Stats	1st	Chelsea v Newcastle
History	8th	Man City v Liverpool
	17th	Sunderland v Middlesbrough
Championship	16th	Tottenham v Man Utd
League One	6th	West Brom v Aston Villa
League Two	13th	West Ham v Fulham
Conference	15th	Wigan v Portsmouth

Although brilliant for footy buffs, with very little in the way of real gameplay *Football Manager* will be left behind by those wanting a little something more from their gaming experience than just wading through pages of stats simply to watch them change from screen to screen.

FIFA 06



FIFA has always improved with each release, and if it continues in the same way it will soon feel just like playing real football. The problem *FIFA* has and will always have is that at times, even on the hardest level, it can be a touch too easy and that means interest soon begins to wane.

THE FINAL

If trapped on a desert island, with a PSP of course, which would offer the most enjoyable all round experience until help arrives?



WOODEN SPOON

Fight Night Round 3

Having the ability to take out all your island anger on a variety of boxing characters just seems too good to leave behind, especially when it's this realistic. Creating a boxer to look exactly like your enemies and creating a champ to look like you of course mean that on your little island, you can be happy in the knowledge that you're the best in the world. It is true that after a while it is just two blokes knocking seven bells out of each other, but the experience is so rewarding that it's difficult to put down. A good game and just about worth its place in the final, but not a winner and that is why it collects the Wooden Spoon.



SECOND PLACE

Virtua Tennis

Many thought at the start of the competition that tennis would be an early casualty of the cut. However, the more it has been played around the office, the more it has become a thing of joy. The initial ease of the control system soon opens up into a very polished and technical game that just oozes playability. The ability to take both a male and female character through their careers means there is plenty to do in order to become the best. The training mini-games not only hone your skills, but are just made for portable play when all you want to do is just dip in for a quick game on a tube or bus journey.



THIRD PLACE

SSX On Tour

Many people may find it strange that this game has knocked out *Tony Hawk's*, but it's not until you come to play it that you discover just how enjoyable it actually is, which is why it has made it into the much sought after final round. Possibly the best looking game in the final, the sheer number of different routes down that beautiful snowy mountain means that each run offers plenty of variety. And once you give the skis a whirl as well, the game takes on a whole new dimension of control, skill and speed. This is a deserving entry into the final and a well-earned podium position.

WINNER!

EVERYBODY'S GOLF



This game was not one of the early favourites, but the problem was that no matter how much we tried, we really couldn't bring ourselves to hate this one.

Whether it's the cute characters, or the huge number of items to unlock that aren't there just to look pretty but also improve your skills, we couldn't decide. Then it hit us: it plays a damn good game of golf. So what if the control system is the old school stopping-a-bar system? The inclusion of power shots, spin and a number of other little touches mean that, once you get past the cuteness, you are in for an amazingly deep and rewarding gameplay experience. The learning curve is set at an almost perfect angle and even though you will find yourself repeating parts of the game, it will always be down to your skill rather than any slanted advantage given to your computer controlled opponents. A surprise winner, but nonetheless a deserving one.



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	Call of Duty 2 Activision 22/09/2005	"Listen up soldier! You are ordered to travel back in time to Double-Ya, Double-Ya Two, where you comrades!"		
	Dead Rising Capcom TBC 2006	Go wild in the aisles, courtesy of Capcom's latest zombie-bashing extravaganza. Raid the shopping mall sports store and gardening department for 'loot' to stave off the undead.		
	FIFA 2006 EA 03/12/05	The 'Maddy' of soccer sims returns in a new iteration on the mighty 360. Live out your football fantasy's and steer your time to the top of the league!		
	Final Fantasy XI Square Enix TBC 2006	Once the sole domain of the PlayStation console, the Final Fantasy series is 'finally' (sorry!) appearing on a machine that can handle its behemoth scope.		

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70 X2: X-MEN UNITED

We love comic book films, and this month we have two of the best ever. SCHNICKT!

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some more comedy releases. Comedy series are very well suited for portable viewing, simply because you can dip in and out of them.

If you're just going on a quick bus journey, then a half-hour episode of your favourite comedy is the ideal thing to take on the road. Which is all very well and good, as long as your favourite comedy is available in the first place. Sure, you can convert DVDs onto your memory stick, but that hasn't stopped us from sulking about the fact that American PSP owners have been able to get their hands on UMD releases of *Family Guy* and *South Park* episodes. (Not to mention *Lost*, but that's a different moan altogether.)

The UMD format has seen a huge variety of releases since it was first launched, but comedy has proved to be by far the most popular genre among PSP owners. That's why we're pleased to see series like *The Mighty Boosh* and *The Smoking Room* being released on UMD. So pleased, in fact, that we've got *Mighty Boosh* UMDs to give away (see below). But what about all of those other great comedies out there? While we've got *Extras*, *The Office* and more to keep us chuckling for now, we'll still be holding out for those *South Park* UMDs.

Anne Wollenberg



GARY'S BACK FOR MORE HARRY

Oldman to return for fifth Potter film

After much uncertainty and speculation that Gary Oldman would not actually be appearing in *Harry Potter and the Order Of The Phoenix*, it has been confirmed that he will indeed be reprising his role as Sirius Black for the next instalment in the magical franchise.

Despite the fact that Sirius Black, who is Harry Potter's godfather, plays a major role in J. K. Rowling's fifth book, no deal was in place for Oldman to play Black when the filming of *Order of the Phoenix* first began at the beginning of this year. However, Harry fans will be relieved to hear that Oldman's management have now confirmed that he will indeed be appearing in the film.

Oldman's manager, Doug Urbanski, has described the part of Sirius Black as being "a wonderful role... it's a terrific script, and he's so happy to be back."

David Thewlis, who played Remus Lupin in *Harry Potter and the Prisoner of Azkaban*, will also be returning in *Order of the Phoenix*, which is set to be released in 2007. And if you just can't wait that long for more Harry, head on over to page 77 to get your hands on some magical *Goblet Of Fire* goodies.

WIN WIN WIN WIN WIN WIN WIN WIN WIN WIN

A MIGHTY GIVEAWAY

If you're in need of a dose of surreal comedy, you need look no further than *The Mighty Boosh!* From Vince 'King of the Mods' Noir's prized hairdo to mystic Naboo's blow-up crystal ball (for the shaman who likes to travel), the *Boosh* is perfect for a good old giggle on the go.

The first zany series is out to buy now from BBC UMD, but thanks to those mighty folks over at zentertain, we've got five copies of the two-disc set to give away.

To be in with a chance of winning, simply answer the following question:



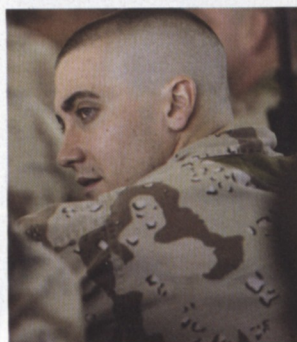
What is the name of Vince and Howard's boss at the zoo?

- A: Bob Hoskins
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JARHEAD HEADS TO UMD

Universal Pictures will release *Jarhead* on UMD in May.

Directed by the Oscar-winning Sam Mendes (*American Beauty*, *Road To Perdition*), the darkly comic film stars Jake Gyllenhaal (*Donnie Darko*, *Brokeback Mountain*) and Jamie Foxx (*Ray*, *Collateral*). It examines the pointlessness of war and the loneliness and isolation experienced by those involved.

Jarhead will be available to buy and rent on 15 May.



LUCKY FOR SOME

George Clooney, Matt Damon, Brad Pitt and Andy Garcia are to return for a third instalment in the *Ocean's* series.

Ocean's Thirteen will be set in LA and Las Vegas, with Steven Soderbergh taking on the directorial duties once again. Filming will begin in July 2006, with a summer 2007 release expected.

In the meantime, heist-holics can turn to page 76 to read our review of *Ocean's Eleven*.

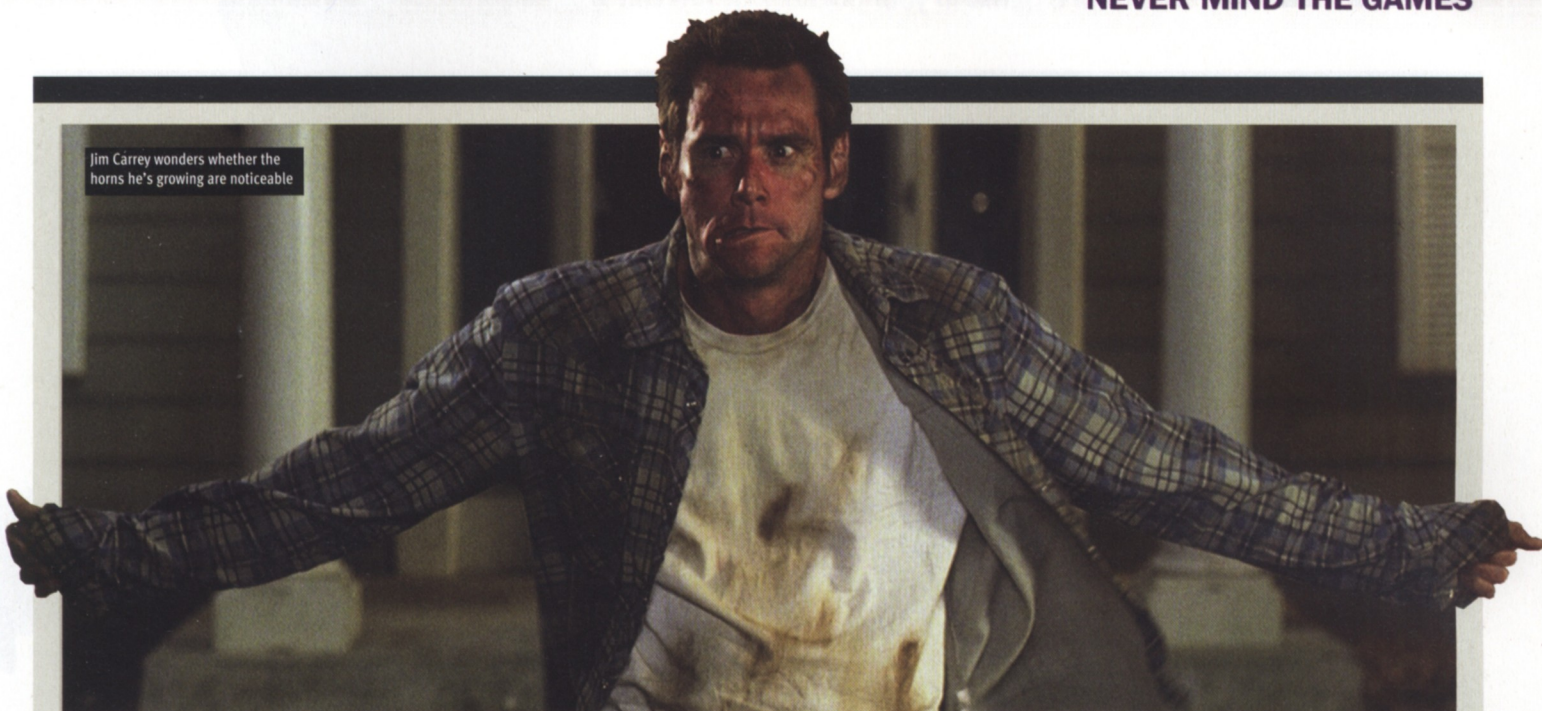


ARNOLD'S BACK

Arnold Schwarzenegger is reported to be starring in the fourth *Terminator* film. The script for *Terminator 4* has already been completed, with *Terminator 3: Rise Of The Machines* director Jonathan Mostow set to take up the helm once again.

Few details have been released about *Terminator 4*, but the film will probably centre around the rise of the human rebellion.

Jim Carrey wonders whether the horns he's growing are noticeable



Jim's chocolate addiction was getting out of hand



Smart and sorted... but not for too long



FUN WITH DICK AND JANE ¹²

Not exactly Bonnie and Clyde

Starring: Jim Carrey, Téa Leoni, Alec Baldwin

Remakes are all the rage right now, and one of the latest movies to be given the makeover treatment is Ted Kottcheff's 1977 comedy *Fun with Dick and Jane*. Named after a series of children's learn-to-read books, the original stars George Segal and Jane Fonda as an upper middle class couple who turn to crime after finding themselves in financial crisis.

This is by no means your bored marrieds in search of a few kicks type scenario. Dick and Jane are no Bonnie and Clyde, but then, in the 1977 movie Dick is an engineer, not an ex-con. In the remake, he works for a corporate giant called Globodyne. He's just been promoted, but is given the boot – and the blame – when a scandal bankrupts the company, leaving Dick the laughing stock of the business world.

The promotion has already prompted Jane (Leoni) to quit her

own job, which means that the pair are now royally screwed. Their pension funds are worth pennies. Their lawn gets repossessed. No more keeping up with the Joneses for them, as they try to find a way out of their financial problems. Dick is a white collar type who isn't cut out for menial work. And when the going gets tough, then what do you do? Don a balaclava and do over some convenience stores, of course, although chances are that a real gun may be of rather more use than a toy one that you've swiped from your son.

// A SCRIPT THAT ISN'T STRONG ENOUGH TO ALLOW EITHER CARREY OR LEONI TO SHINE //

The original *Fun with Dick and Jane* was intended as a satire on capitalism, but Dick and Jane aren't aspiring Robin Hoods or Tyler Durdens, they're just a middle class couple who don't want to give up their plasma TV, just as the original Dick and Jane were rather fond of their newly-built swimming pool. The remake

can't seem to decide whether it wants to be a political satire or just a screwball comedy, and as a result, it sits uncomfortably between the two, failing either to provide a rib-cracking level of comedy or to address the issues it throws out. With a script that just isn't strong enough to allow either Carrey or Leoni to shine, *Fun with Dick and Jane* feels like a missed opportunity. **Daniel Kemp**



I thought you said that you knew how to drive?

INFORMATION

Release Date: 22 May
Director: Dean Parisot
Distributor: Sony Pictures
Original Release: 2005
Running Time: 90 mins

SCORE 6/10



Wolverine always makes sure someone gets the point

X-MEN ¹²

Children of the Atom step forward

Starring: Patrick Stewart, Ian McKellen, Hugh Jackman, Famke Janssen

They are thought of as an anomaly and an aberration, but mutants are more prevalent in society than anyone may ever know. There are still those in society that shun them, and even some who would like to see them wiped from the face of the Earth simply out of fear of their abilities.

It is in this hostile world that one Professor Xavier (Stewart) seeks to

re-educate mankind and reintegrate society's outcasts. But not all those with mutant powers see things in the same way, and with the likes of Magneto (McKellen) taking the view that mutants are in fact superior, Professor X and his team of super-powered mutants, known as the X-Men, are certainly going to have their work cut out for them.

X-Men has managed to achieve the almost impossible in a comic book to film conversion, namely the feat of making a film that not only appeals to newcomers but also doesn't upset hardcore fans too much. High production values and a director who shows an obvious passion for the material make this one of the greatest franchises in comic book to film adaptation history. Whether you are a fan of action films or comic books, this is a title that absolutely must be part of your collection. **Marc Powell**

X-MEN HAS MANAGED TO ACHIEVE THE ALMOST IMPOSSIBLE



INFORMATION



Release Date: 08 May
Director: Bryan Singer
Distributor: 20th Century Fox
Original Release: 2000
Running Time: 104 mins

SCORE 10/10



X2: X-MEN UNITED ¹²

Time to close ranks

Starring: Patrick Stewart, Ian McKellen, Hugh Jackman, Famke Janssen

After the critical and financial success of the first *X-Men* film, a sequel was inevitable, and unlike so many other sequels in movie history, *X-2* doesn't fall into the trap of just being a rehash of the original.

When a mutant assassin makes his presence felt in the White House and comes within inches of killing the president, Professor X's (Stewart) cohorts band together to try and discover who may be behind this dastardly plan. When it becomes apparent that main suspect Magneto (McKellen) is not behind the plot, the X-Men must team up with their arch enemies The Brotherhood to determine who it is that's plotting to cause the downfall of the entire mutant race.

X-2 continues where the original *X-Men* left off, delivering a much darker and more impressive film from the outset. The introduction of new mutants, both in the form of main characters such as Nightcrawler (Alan Cumming) and guest appearances from the likes of Colossus means that fans have



A MUCH DARKER AND MORE IMPRESSIVE FILM FROM THE OUTSET

plenty to keep their eyes out for, while casual viewers will enjoy the action and highly impressive effects. With the third *X-Men* outing due to hit cinemas very soon, this is the ideal time to catch up on your X lore and enjoy a thoroughly fantastic film to boot. **Marc Powell**

INFORMATION



Release Date: 08 May
Director: Bryan Singer
Distributor: 20th Century Fox
Original Release: 2003
Running Time: 126 mins

SCORE 10/10



Johnny Depp stars as the crazy candy man



You'd think that these people had never seen chocolate before



CHARLIE AND THE CHOCOLATE FACTORY PG

It'll rot your teeth

Starring: Johnny Depp, Freddie Highmore, David Kelly, Helena Bonham Carter, Depp Roy

Ronald Dahl knew what kids really wanted to read. No sentimental goo for him, and he had children terrorising their relatives with Marvellous Medicine long before Harry Potter ever blew up his aunt. Whereas Dahl (who died in 1990) got pretty grumpy about Mel Stuart's attempt at bringing his sugary masterpiece to the big screen back in 1971, Burton's work of Wonka has come with the full blessing of the Dahl camp, and who better to bring the fantastic factory to life? Factor in the usual Burton cast suspects of Johnny Depp as the candy man

himself and Helena Bonham-Carter as Charlie Bucket's mother, and the ingredients certainly seem to make for a tasty recipe.

Poor old Charlie Bucket. He only gets one chocolate bar a year, and it's easy to sympathise with his cabbage soup-ridden existence thanks to the fact that Freddie Highmore – who has starred

A SOMEWHAT TWISTED MORALITY TALE DESIGNED TO DISCOURAGE GREEDINESS AND GUM-CHEWING //

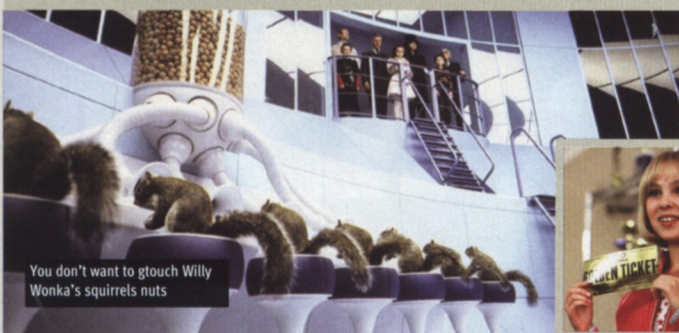
alongside Depp before in *Finding Neverland* - has enough of a twinkle in his eye to keep him from seeming too sickly sweet. He's certainly saintly, but you won't want to see him get thrown to Willy Wonka's squirrels any time soon. Lucky old Charlie gets his hands on the last of five coveted Golden Tickets, and is whisked away to the chocolate factory, along with four rather more obnoxious gob-stuffing sprogs who are set to meet various deliciously sticky ends.

Marilyn Manson would probably have made a good Wonka (he was rumoured to have been cast for the part before it emerged that Depp was to star) but Johnny Depp puts in a fantastic performance as the crazed purveyor of tooth-rotting treats. Depp's dandyish Wonka is eccentric almost to the point of being unhinged, with more than a passing nod to Michael Jackson. He gets to deliver plenty of droll quips, and some back story has been



added to give depth to the character, with a suitably sinister Christopher Lee playing his nasty dentist dad.

Whether you choose to view *Charlie and the Chocolate Factory* as a magical fairytale adventure, or a somewhat twisted morality tale designed to discourage greediness and gum-chewing, it makes for enjoyable viewing. This is another visual feast from Burton, with more bright colours than a pick 'n' mix counter, but it's lacking in any real substance. Beyond the sugary coating, there isn't quite enough here to really get your teeth into, but its luscious looks make it ideal for PSP viewing, and it's certainly a very tasty snack. **Anne Wollenberg**



You don't want to touch Willy Wonka's squirrels nuts



INFORMATION

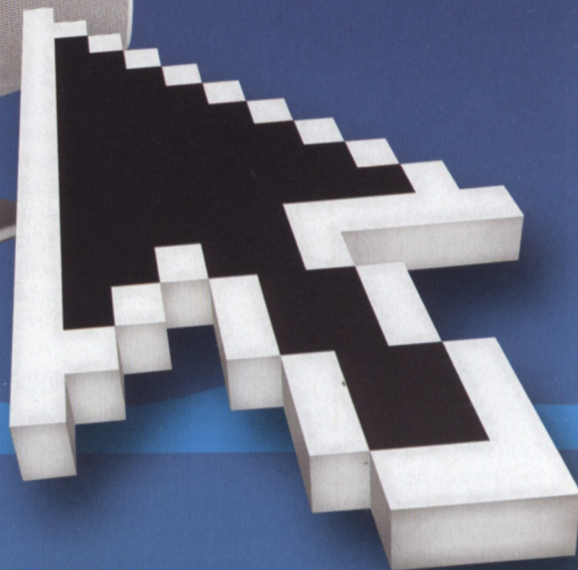
Release Date: 22 May
Director: Tim Burton
Distributor: Warner
Original Release: 2005
Running Time: 115 mins

SCORE 8/10

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THE PRODUCERS ¹²

There's no business like show business

Starring: Nathan Lane, Matthew Broderick, Uma Thurman, Will Ferrell



The *Producers* makes for something of a headache in the infinite regression stakes. It's a movie that's based on a musical that was based on a movie that was based on a musical (still with us?), which is enough to make anybody's head spin. Mel Brooks adapted his 1968 film as a Broadway musical in 2001; the stage show was a smash hit, and the new movie version stars quite a few of its cast members, including Nathan Lane and Matthew Broderick, and some calculatedly big box-office new faces, notably Uma Thurman and Will Ferrell.

Max Bialystock (Lane) is a failing producer who cooks up a seemingly failsafe plan. He and accountant Leo Bloom (Broderick) set out to produce a play that will be a total flop, allowing them to

pocket all of the funds that they have raised in order to stage it. A revisionist musical called 'Springtime for Hitler' may sound like a recipe for failure, but unfortunately for Bialystock and Bloom, it's an unmitigated success.

A FAILING PRODUCER SETS OUT TO STAGE A PLAY THAT WILL BE A TOTAL FLOP //

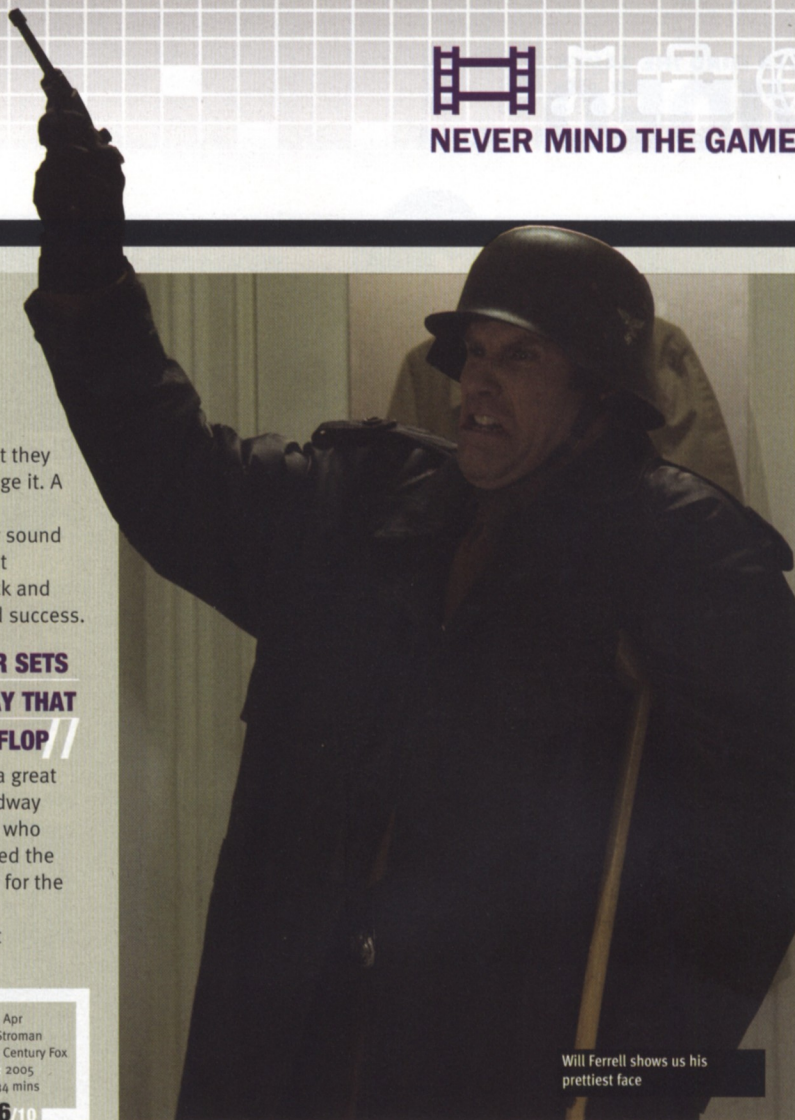
Lane and Broderick do a great job of reprising their Broadway roles, but Susan Stroman, who directed and choreographed the stage show, doesn't make for the best choice of director.

Enjoyable, although not essential. **Chris Jenkins**

INFORMATION

Release Date: 24 Apr
Director: Susan Stroman
Distributor: 20th Century Fox
Original Release: 2005
Running Time: 134 mins

SCORE 6/10



Will Ferrell shows us his prettiest face

STEAMBOY ^{PG}

Going off the boil?

Starring: (Voices) Patrick Stewart, Anna Paquin, Alfred Molina



Coming from Kasuhiro Ôtomo, the same man who brought us the seminal *Akira*, *Steamboy* has got rather a lot to live up to. This second feature-length offering from Ôtomo was a total of eight years in the making, with the wait made even longer when financial difficulties caused the project to be put on a hiatus in 1998.

Unlike your average post-apocalyptic anime fare, *Steamboy*, or *Suchimubôji* as it's also known, is set in 19th century England. Ray, who's voiced by Anna Paquin in the English version, is a young inventor who possesses a rare talent for all things mechanical that he's inherited from his father and grandfather, which is demonstrated by his ability to build all sorts of impressive steam-powered flying devices and other nifty gadgets.

A mysterious Steam Ball is bestowed upon Ray by his grandfather, but a menacing power

lies behind this marvellous invention, and members of the Shady O'Hara Foundation are determined to get their hands on it in order to use its power for their own illicit ends.

THE VISUALS ARE NO LESS GORGEOUS THAN YOU WOULD EXPECT FROM ÔTOMO //

Steamboy certainly scores highly in the looks department. A cool 180,000 individual drawings were used, but while the visuals are no less gorgeous than you would expect from Ôtomo, the storyline isn't quite so impressive.

However, while the plot may be somewhat shaky, this is still a beautiful production that anime fans will enjoy. **Anne Wollenberg**

INFORMATION



Release Date: Out Now
Director: Kasuhiro Ôtomo
Distributor: Sony Pictures
Original Release: 2004
Running Time: 126 mins

SCORE 6/10



Not the best time to decide that you're afraid of heights



DESPERADO 18

Bless me, Father, for I have just killed quite a few men

Starring: Antonio Banderas, Salma Hayek, Cheech Marin, Steve Buscemi



Part of *Sin City* director Robert Rodriguez's 'Mariachi trilogy' and far and away the best of the three films, *Desperado* tells the tale of El Mariachi (Antonio Banderas), a wronged Mexican Mariachi guitar player on a quest to exact revenge on the drug baron who killed the woman that he loved.

Don't let that premise put you off by making you expect some sort of deep soul-searching Oscar-worthy drama. What we're actually alking here is guns, guns and, oh yes, more guns. That said, it's not without a bit of romance. Salma Hayek plays love interest Carolina, in the role that introduced her to American

audiences for the very first time.

If you are a fan of Woo-style gun ballet and you want to see some of the most impressive uses of that art, then *Desperado* should be making haste to your

**WHAT WE'RE TALKING
HERE IS GUNS,
GUNS AND, OH YES,
MORE GUNS //**

UMD slot forthwith. If, on the other hand, what you are after is a damn good action-packed film that manages to make use of the tried and tested lone-man-on-a-mission idea, then *Desperado* is going to nestle nicely amongst your collection.

The script does leave a little to be desired, and it's true that all of the films in the trilogy are basically the same, but this is still gun-slinging, one liner-splitting, ultra cool unkillable dude fare at its very best. *Lee Ware*



INFORMATION

Release Date: 08 May
Director: Robert Rodriguez
Distributor: Sony Pictures
Original Release: 1995
Running Time: 100 mins

SCORE 8/10



ELEKTRA 12

Looks can kill

Starring: Jennifer Garner, Goran Visnjic, Will Yun Lee, Kirsten Prout, Terence Stamp



A comic book adaptation that's based on a Marvel second-string character isn't really the greatest basis for a movie, and *Elektra* fails to impress.

Jennifer Garner certainly looks incredibly easy on the eyes as deadly assassin Elektra in this spin-off sequel to 2003's *Daredevil*, but sadly the film just doesn't live up to its promises, hence it was a flop at the box office.

There are some entertaining fight sequences on offer, but *Elektra* is still not far off from being a rival for the ill-fated *Catwoman* in the poor comic-to-film adaptation stakes. Marvel fans would be advised to stick with *X-Men* and *X-Men 2*. *G*

INFORMATION



Release Date: 08 May
Director: Rob Bowman
Distributor: 20th Century Fox
Original Release: 2005
Running Time: 93 mins

SCORE 5/10



MEN IN BLACK PG

Imagine what you will know tomorrow

Starring: Will Smith, Tommy Lee Jones, Linda Fiorentino, Rip Torn



You may not have realised it, but the world is actually teeming with aliens, and they are so good at hiding that even that bloke sitting next to you on the bus or tube while you read this could actually be a six-armed head eater from the planet Zonk. (Maybe you'd better give him a poke just to check.)

Most of these aliens are simply trying to earn a decent living, but some long-distance guests have rather less honourable intentions,

and somebody needs to keep things under control. It's the job of the shadowy organisation known as M.I.B. to police all of these extra-terrestrial troublemakers in order to keep the world safe, not that anyone else even has the faintest idea that they exist.

Men in Black is one of those films that's just impossible not to enjoy. It offers the perfect balance of comedy, sci-fi and action. The chemistry between Will Smith and Tommy Lee Jones, aka Agents J and K, makes for some hilarious interaction, and there is so much to see here that repeated viewings will often draw your attention to previously unnoticed gems. This is a real joy to watch, and a definite must have for your UMD library. *MP*

INFORMATION



Release Date: 08 May
Director: Barry Sonnenfeld
Distributor: Sony Pictures
Original Release: 1997
Running Time: 94 mins

SCORE 9/10



50 FIRST DATES 12

A movie to remember

Starring: Adam Sandler, Drew Barrymore, Rob Schneider, Sean Astin



The more cynical amongst you might be wondering if *50 First Dates* is just another predictable romantic comedy from the Adam Sandler comedy factory, but it's actually a surprisingly sweet story. Henry Roth (Sandler) sheds his playboy ways when he falls for art teacher Lucy (Barrymore). One problem: Lucy suffers from amnesia, which means that poor old Henry has to start the relationship from scratch every single day.

50 First Dates has plenty of feelgood moments, helped along by the antics of a criminally cute penguin. One warning, though: don't watch it if you haven't seen *The Sixth Sense* and don't want the twist at the end spoiled. Don't say we didn't warn you... *AW*

INFORMATION



Release Date: 08 May
Director: Peter Segal
Distributor: Sony Pictures
Original Release: 2004
Running Time: 99 mins

SCORE 8/10

Vince is very, very proud of his haircut



THE MIGHTY BOOSH - SERIES 1 ¹²

Masters of the Zooniverse

Starring: Julian Barratt, Noel Fielding



Like *Little Britain* before it, *The Mighty Boosh* was a Radio 4 series before making its way onto BBC3 and then BBC2, and it's now available on UMD as a two-disc set.

Named after a haircut and set in a dilapidated zoo with a dwindling animal population, this surreal sitcom is just about as zany as they come. Noel Fielding and Julian Barratt play a pair of hapless zookeepers: Vince Noir (Fielding), would-be Dr Doolittle and King of the Mods, and brooding jazz musician Howard Moon (Barratt).

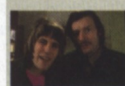
The mismatched duo find themselves encountering such occupational hazards as shady kangaroo boxing, mod wolves and Monkey Hell. Luckily, if they ever need advice or a discount at

Dixons, then there's always Naboo, enigmatic mystic and zoo kiosk operative, played by Noel Fielding's younger brother Michael.

// SHADY KANGAROO BOXING, MOD WOLVES AND MONKEY HELL //

While many would argue that the second series is the better of the two, this is utterly weird, utterly wonderful and required viewing for anyone who likes a good dose of silliness and surrealism. Here's hoping that Series 2 makes it onto UMD as well. **Anne Wollenberg**

INFORMATION



Release Date: Out Now
Director: Paul King
Distributor: zentertain
Original Release: 2005
Running Time: 240 mins

SCORE 9/10



CRY_WOLF ¹⁵

A sheep in wolf's clothing

Starring: Julian Morris, Lindy Booth, Jared Padalecki, Jon Bon Jovi



We've all been warned about the hidden dangers that might be lurking out there in cyberspace. *Cry_Wolf* tries to use this concept as the basis for a good scare or two, but a bunch of teenagers starting a hoax on the internet makes for a shaky premise.

The result is a piece of mediocre teen slasher fare that attempts to follow in *Scream*'s footsteps, but with an internet connection in place of a plot. Still, you do get to see Jon Bon Jovi playing a journalism teacher of all things. **DK**



FINAL DESTINATION 2 ¹⁵

Don't fear the reaper? That would be foolish

Starring: Ali Larter, A. J. Cook, Michael Landes



The *Final Destination* films are much like hospital dramas: you know that most of the people you see are going to end up in excessively painful situations. *Final Destination 2* once again sees a group of teens cheating death, only to find that the old Grim Reaper doesn't give up that easily. Cue lots more impalings, beheadings and other gory deaths.

Like its predecessor, *Final Destination 2* stands up well as a cheesy teen horror flick. Just don't go expecting anything more serious than that. **AW**



AUSTIN POWERS 2: THE SPY WHO SHAGGED ME ¹²

Putting the "grrr" in "swinger", baby

Starring: Mike Myers, Heather Graham, Seth Green



The international man of mystery returns for lots more silliness and smut, with the dastardly Dr. Evil using a nifty time machine to nick our super-swinger's mojo.

While the first *Austin Powers* film is probably the best of the lot, *The Spy Who Shagged Me* is still great fun. What with the arrival of Dr. Evil's titchy clone, Mini-Me, and the continued father and son troubles within the Evil family, as well as gags galore, there's plenty here to keep Powers fans happy. **AW**



THE SMOKING ROOM - SERIES 1 ¹⁵

Put this in your PSP and smoke it

Starring: Robert Webb, Nadine Marshall, Debbie Chazen, Fraser Ayres, Selina Griffiths



We're by no means advocating smoking, but the world-weary inhabitants of *The Smoking Room* (we never find out what they do, and chances are some of them couldn't tell you anyway) will give you a good giggle.

Not a lot actually happens, with the focus being on the inane conversations that take place, but the characters are painfully well-observed. The dialogue-driven, deadpan humour makes this two-disc set well worth checking out. **AW**

INFORMATION



Release Date: Out Now
Director: Jeff Wadlow
Distributor: Optimum
Original Release: 2005
Running Time: 90 mins

SCORE 4/10

INFORMATION



Release Date: Out Now
Director: David R. Ellis
Distributor: EIV
Original Release: 2003
Running Time: 90 mins

SCORE 6/10

INFORMATION



Release Date: Out Now
Director: Jay Roach
Distributor: EIV
Original Release: 1994
Running Time: 95 mins

SCORE 8/10

INFORMATION



Release Date: Out Now
Director: Gareth Carrivick
Distributor: zentertain
Original Release: 2004
Running Time: 224 mins

SCORE 9/10

Is that a cinema in your pocket? Or are you just pleased to see me?



Now where's that lovely lady in the red dress got to?

THE MATRIX REVOLUTIONS 15

What went wrong?

Starring: Keanu Reeves, Laurence Fishburne, Hugo Weaving, Carrie-Anne Moss



From ultra cool, effects-laden jawdropper to a franchise that spent its next two outings trying its best to be clever, *The Matrix* series just hasn't managed to live up to its undoubtedly brilliant beginnings. Sadly, the collection of mismatched and unfulfilled ideas has only succeeded in making the series disappear so far up its own arse that even hardcore fans will be pushed to explain what the hell is going on in this final instalment in the trilogy (although believe me when I say that they will try until they are blue in the face).

If you don't know the story by now, then where have you been for the last couple of years? Basically, Neo and his none-Matrix-locked buddies are heading for the final showdown

with the central brain of the machine world. But that brain has other plans and launches a final assault on the last surviving enclave of humans.

Cue more amazing effects that try their damndest to distract your attention from the

// EVEN HARDCORE FANS WILL BE PUSHED TO EXPLAIN WHAT THE HELL IS GOING ON //

fact that the writers have tried to dabble in too many religions and cod mysticism, in an attempt to give the whole thing more substance other than the overblown CGI fest that it all really is.

If you own the other two films then you may want to get this to complete the set, but to be honest if you haven't already seen this one then you're best off heading down to your local rental store, as one watch is all you'll really need. **Marc Powell**



INFORMATION

Release Date: 22 May
Director: The Wachowskis
Distributor: Warner
Original Release: 2003
Running Time: 122 mins

SCORE 5/10



OCEAN'S ELEVEN 12

A little washed out

Starring: George Clooney, Brad Pitt, Andy Garcia, Matt Damon, Julia Roberts



You can't beat a good heist film, and *Ocean's Eleven* delivers an all star cast in a tale of the takedown of three Vegas casinos. However, despite the slick writing, stylish direction and host of famous names, the whole thing sadly feels just that little bit too manufactured.

The actors seem to channel too much of their energy into trying to gain equal screen time with each other, rather than dropping all of that Hollywood ego nonsense and making an ensemble film that is believable and not merely a chance for to put a lot of bankable names on screen at once. It's watchable enough, but sadly a long way from being a must have. **LW**

INFORMATION

Release Date: 08 May
Director: Cameron Crowe
Distributor: Sony Pictures
Original Release: 1996
Running Time: 140 mins

SCORE 8/10



JERRY MAGUIRE 15

The human head weighs eight pounds

Starring: Tom Cruise, Cuba Gooding Jr, Renée Zellweger, Jonathan Lipnicki



“You had me at hello,” “show me the money” and “you complete me.” *Jerry Maguire* has become perhaps the most quoted film of the past decade. Certainly one of the best loved.

It tells the story of a professional sports agent (Cruise) who loses his job after he begins to question the ethics of the business he works in, and decides to go it alone.

It is true that this film seems

more than a little bit dated now, but on returning to it now after all the over-exposure that it received at the time, you'll find yourself watching an interesting, often funny and thoroughly entertaining piece of romantic comedy.

Yes, the relationship between Cruise and Zellweger is a little far fetched, and no, Cuba Gooding Jr's career hasn't gone anywhere much since. But none of this seems to matter as little Ray (Lipnicki) dispenses his pearls of wisdom about the weight of the human head and the number of rabbits his neighbour has. **Timeless. MP**

INFORMATION



Release Date: 08 May
Director: Cameron Crowe
Distributor: Sony Pictures
Original Release: 1996
Running Time: 140 mins

SCORE 8/10



MASTER AND COMMANDER: THE FAR SIDE OF THE WORLD 12

Ahoy me hearties!

Starring: Russell Crowe, Paul Bettany, James D'Arcy, Robert Pugh, David Threlfall, Billy Boyd



Yes folks, it's another Captain Jack, but this time he isn't a pirate. Set during the Napoleonic Wars, *Master and Commander* sees Russell Crowe starring as 'Lucky Jack' Aubrey, the captain of the good ship HMS Sunnise. When the ship and her crew find themselves facing a French battleship like no other, the captain isn't about to let the challenge slip through his fingers, overcoming stormy waters and cursed shipmates while trying to keep a promise to best friend and ship's doctor Stephen Maturin (Bettany).

With its impressive naval battles, complete with exaggerated explosions, coupled with some very strong performances from Crowe and Bettany, *Master and Commander* makes for an exciting high seas voyage that's well worth watching. **PD**

INFORMATION



Release Date: 08 May
Director: Peter Weir
Distributor: 20th Century Fox
Original Release: 2003
Running Time: 192 mins

SCORE 8/10

WIN! Harry Potter goodie bags A GOBLET FULL OF GOODIES!

We've got some fantastically fiery *Harry Potter and the Goblet of Fire* prizes to give away courtesy of Warner Home Video, Rye by Post and Carta Mundi. Three lucky winners will each get a Harry Potter goodie bag that's jam-packed with magical swag.

Each groovy goodie bag contains a Harry Potter Mini Film Cell from Rye by Post, Playing cards and Happy Family card games from Carta Mundi, a Mad Eye Moody eye patch, T-shirt, beanie hat, bag and pencil, and both a UMD and DVD copy of *Harry Potter and the Goblet of Fire*.

Don't worry, there's no need to get across an Age Line to be in with a chance of winning. All you need to do is answer the following question:

In the movie *Harry Potter and the Goblet of Fire*, what must Harry Potter retrieve from the Hungarian Horntail dragon?

- A: Golden Egg
- B: Gillyweed
- C: Sorcerer's Stone
- D: Firebolt

Please mark your entry 'Goblet of Goodies'
For address details and terms and conditions please see page 97



BUNCH OF FIVES

MARTIAL ARTS

The best high-kicking action that you can get.

ONG-BAK



Packed with all manner of jaw-dropping, breathtaking stunts created without any wires or camera trickery. This is an absolute must-see for any martial arts fan.

SCORE 9/10

KISS OF THE DRAGON: JET LI



While the plot may not really be up to much, *Kiss of the Dragon* has become essential viewing for its back-to-basics fight scenes – and the use of acupuncture needles as weapons.

SCORE 7/10

HOUSE OF FLYING DAGGERS



Very different to the other movies on our list, the plot contains far more romance than typical martial arts films. Great visuals and beautifully choreographed action sequences.

SCORE 8/10

KUNG FU HUSTLE



Hong Kong action meets cartoonish slapstick in a film that's as silly as it is violent, with some help from *The Matrix*'s choreographer. Highly entertaining stuff.

SCORE 7/10

KILL BILL VOLS 1 & 2



As 'The Bride', Uma Thurman makes a yellow catsuit look good as only she can as she sets out to exact some serious revenge in this action-packed two-parter from Tarantino.

SCORE 8/10

UMD VIDEO BUYER'S BIBLE

One of the biggest success stories for the PSP has been the huge response to movies on UMD format. With so many titles out there, making a wrong buy is easy. Our Buyer's Bible helps you get only the best.

Movies

13 Going On 30	7	Charlie's Angels	9
2 Fast 2 Furious	4	Cheaper by the Dozen	6
28 Days Later	8	Children of the Corn	7
7 Seconds	6	Chopper	8
8 Mile	7	Christmas with the Kranks	3
A History of Violence	6	Chronicles of Narnia, The: The Lion, the Witch and the Wardrobe	8
Viggo Mortensen gets some unwanted attention in this unsettling reflection on violence and identity		This winter wonderland makes for an enjoyable family fantasy, whatever your view on its religious content	
A Knight's Tale	8	Chronicles of Riddick, The	5
Adventures of Sharkboy and Lavagirl, The	5	Company of Wolves, The	7
Akira	10	Constantine	7
Ali	7	Keanu Reeves stars as demon-basher John Constantine in this fairly decent adaptation of the Hellblazer comics	
Alien	10	Cowboy Bebop: The Movie	6
Alien Vs. Predator	4	Crow, The	9
American History X	9	Cursed	5
Edward Norton fully deserved his Oscar nomination for his fantastic portrayal of a neo-Nazi skinhead in this vivid, thought-provoking view of modern-day racism. This is an absolute must see		Daredevil	7
Amityville Horror, The (2005)	6	Dark Crystal, The	9
Anacondas 2: The Hunt for the Blood Orchid	7	This fantasy adventure from muppet creator Jim Henson hasn't lost any of its appeal after two and a half decades. A timeless classic to please all ages	
Animal, The	6	Dark Star	7
Appleseed	8	Amusing low budget spoof about four bored astronauts and a bomb with a mind of its own!	
Armageddon	8	Dawn of the Dead: Director's Cut (2004)	6
Around the World in 80 Days	5	Day After Tomorrow, The	7
Assault on Precinct 13 (2005)	6	Deuce Bigalow: European Gigolo	5
Austin Powers 2: The Spy Who Shagged Me	8	Descent, The	8
Austin Powers 3: Goldmember	7	Tense horror from the director of <i>Dog Soldiers</i> about a caving expedition going horribly wrong	
Bad Boys	7	Devil's Rejects, The	5
Bad Santa	7	Dodgeball: A True Underdog Story	8
Batman	8	Domino	6
Be Cool	6	Donnie Brasco	9
Beauty Shop	6	Donnie Darko	9
Bewitched	8	Doom	6
Nicole Kidman reprises Elizabeth Montgomery's witchy nose-wiggle in this revisited 60s sitcom		This adaptation of the long-running shooter is no masterpiece, but it makes for decent enough viewing	
BFG, The	8	Dreamer	6
Black Hawk Down	8	Dukes of Hazzard	7
Blade	10	Plenty of laughs, car chases and stunts, with Jessica Simpson in very short shorts	
Blade 2: Bloodhunt	8	Dumb and Dumber (Uncut)	8
Blade Trinity	6	Dune	6
Blue Velvet – Special Edition	8	David Lynch's adaptation of Frank Herbert's novel doesn't quite gel together	
Dark, unnerving and perversely sexy, this is a truly impressive film from modern master David Lynch		Elf	4
Boogeyman	6	Equilibrium	8
Bourne Identity, The	9	Evil Dead, The	8
Bourne Supremacy, The	7	Evolution	6
Boys From Brazil, The	7	Exorcism of Emily Rose, The	6
Bugsy Malone	7	Family Guy Presents: Stewie Griffin	8
Cave, The	5		
Cell, The	6		
Cellular	6		
Chain Reaction	6		

BUNCH OF FIVES

CHICK FLICKS

For when feelgood is the order of the day.

THE WEDDING SINGER



Set in the cringeworthy, mullet laden 80s, Adam Sandler and Drew Barrymore are both engaged, but to the wrong people. A touching love story helped along by strong onscreen chemistry.

SCORE 8/10

13 GOING ON 30



In a much hackneyed plotline, 13-year-old Jenna wishes she was 30 – and wakes up as Jennifer Garner, only to discover some home truths about herself. Heartwarming, fluffy fun.

SCORE 7/10

CHARLIE'S ANGELS



Girl power at its most stunning. Cameron Diaz, Drew Barrymore and Lucy Liu kick some serious butt in this big-screen adaptation of the 70s series. Essential and action-packed escapism.

SCORE 9/10

PRIDE AND PREJUDICE



This modernised version of the Jane Austen classic sees the gorgeous Keira Knightley making her debut in a leading role, and earning an Oscar nomination for her troubles.

SCORE 7/10

WEDDING CRASHERS



Using the emotionally charged settings of weddings as the perfect opportunity to score chicks, Owen Wilson and Vince Vaughn are on top form as a predatory duo in the funniest comedy of last year.

SCORE 8/10

BUNCH OF FIVES

FAMILY FUN

Amusement for little kids and big kids alike.

HARRY POTTER AND THE GOBLET OF FIRE



Poor old Harry. Rather than being left to get on with the trials of adolescence, the poor lad is faced with fearsome dragons in his biggest and best screen outing yet.

SCORE 9/10

THE CHRONICLES OF NARNIA



The Lion, the Witch and the Wardrobe
The much-loved children's book finally gets a decent adaptation, with Tilda Swinton putting in a fantastically frosty performance as the White Witch.

SCORE 8/10

JUMANJI



Featuring Robin Williams and a bunch of special effect, two children get a lot more than they bargained for when a jungle-themed board game comes to life, opening a door to another dimension.

SCORE 7/10

SKY HIGH



As 'The Commander', Kurt Russell dons a very snazzy cape in this fun, feelgood flick set in a school for superheroes. The kryptonite hits the fan however, when he discovers his son is 'normal'.

SCORE 8/10

ROBOTS



More animated antics from the makers of *Ice Age*, as an ambitious 'bot follows his dreams to the big city. With voice acting from Halle Berry, Ewan McGregor and Mel Brooks among others.

SCORE 7/10



Fantastic Four 6
Fast and The Furious, The 9
Fifth Element 9
Final Destination 7

Final Fantasy: The Spirits Within 8
This bombed at the box office, but it's worth seeing just for the groundbreaking photorealistic animation

Final Fantasy VII: Advent Children 8
Flightplan 6

Football Factory, The 8
A violent and action-packed journey into the terrifying depths of football hooliganism

Freddy Vs. Jason 6
Friday 5
Galerions: Rion 6

Gangs of New York 7
Garfield: The Movie 6
Ghost in the Shell 8

Glengarry Glen Ross 8
Ghostbusters 9
Godzilla 8

Gone in 60 Seconds 8
Goonies, The 8
Gothika 6

Grand Theft Auto: The Movie 6
Green Street 7
The Grudge 6

Hackers 5
Halloween 7
Heathers 8

Heavy Metal 6
Hellboy 8
Hellraiser 9

Herbie: Fully Loaded 7
Hitch 6

Hitchhiker's Guide to the Galaxy, The 8
Douglas Adams' classic finally gets the big screen treatment, but with some plot alterations

Hollow Man 7
Horror Asylum Box Set 7
Hostage 6

Hotel Rwanda 8
House of Flying Daggers 8
Hulk, The 4

I Spit On Your Grave 6
I, Robot 6

Ice Age 6
Tries a bit too hard to be funny and lacks depth as a result, but kids will love the cute characters

Independence Day 7
Summer blockbuster that offers plenty of action, just don't expect too much in the way of plot

Into the Blue 8
Jessica Alba. In a bikini. What more do you need to know?

Ipcress File, The 8
Island, The 8

Ewan McGregor and Scarlett Johansson make the unwelcome discovery that they are in fact clones

Incredible Hulk Returns, The 7

Jackass The Movie 8

Every bit as crude as fans will be hoping for – just don't try any of this at home

Jumanji 7
Kalifornia 6
Keeping Mum 7

Kill Bill: Vol. 1 8

Uma Thurman plays former assassin The Bride, who's out for a nice cold dish of revenge

Kill Bill: Vol. 2 8

The second part of Tarantino's martial arts extravaganza sees The Bride determined to finish what she's started

King Arthur: Director's Cut (Extended Version) 7

King Kong 9

Peter Jackson's remake of the 1933 classic may get off to a slow start, but the stunning visuals combined with the tender bond between Kong and Ann Darrow make for a cinematic feast

Kingdom of Heaven 7

Historical epic starring Orlando Bloom, set during the Crusades of the 12th century

Kiss of the Dragon: Jet Li 7

Kung Fu Hustle 7

LA Blue Girl Returns: Demon Seed & Shikima Lust 8

A double helping of hentai, with a silly plot that revolves around sex ninjas

Labyrinth 8

Lassie 7

Laser Cake 8

League of Extraordinary Gentlemen, The 7

League of Gentlemen's Apocalypse, The 8

More gleefully grotesque comedy, with the inhabitants of Royston Vasey hunting down their creators

Legend of Zorro, The 6

Lizzie McGuire: When Mom Attacks 6

Long Good Friday, The 6

Lord of War 7

An ambitious attempt to examine the issue of arms dealing, but it's a bit too heavy-handed

Lords of Dogtown 7

A fictionalised take on the story of a group of LA skateboarders who revolutionised the sport

Mask of Zorro 7

Mask, The 8

Matrix, The 10

Matrix Reloaded, The 4

Metropolis (2001) 7

Mike Bassett: England Manager 5

Million Dollar Baby 8

Monty Python and the Holy Grail 9

Mr and Mrs Smith 8

Brad Pitt and Angelina Jolie play a married couple who discover they are both assassins

Mummy, The 8

BUNCH OF FIVES

PURE FAVES

The PURE team select their favourite videos this month

THE MIGHTY BOOSH - SERIES 1



I like my comedy irreverent, surreal and thoroughly British - watch the whole series of the *Boosh* in one go for the full insane experience. All together now: "Nicey nicey zoo zoo..."

ANNE

JERRY MAGUIRE



'SHOW ME THE MONEY!' This classic award-winning film has got something for everyone. It's a rom com for the ladies, with a sports twist thrown in for the fellas. What more could you want?

TIM

X-MEN/X2



The life-long comic fan in me rejoiced at the original announcement of an X-Men film, and they even went on to produce a top notch sequel. The trailers for the third film are looking great too.

MARC

MEN IN BLACK



The legend that is Will Smith lives on in this completely whacky Barry Sonnenfeld film. Let's face it, there's nothing quite like a bit of intergalactic Cockroach killing, is there?

PETE

FINAL FANTASY ADVENT CHILDREN



Despite never having played the original game, I can't stop watching *Final Fantasy VII: Advent Children*. From the character designs to the music, everything about it is stunning.

LESLEY

BUNCH OF FIVES

SWASHBUCKLERS

All the sword-swishing action your PSP can handle.

PIRATES OF THE CARIBBEAN



Johnny Depp and Orlando Bloom take to the high seas, in this swashbuckling tale of ghouls and piracy. Depp steals the show however, as Captain Jack Sparrow. Not a wooden leg in sight.

SCORE 9/10

THE MASK OF ZORRO



Big moustaches and sword-slashing action a plenty with Antonio Banderas, Anthony Hopkins and Catherine Zeta Jones. Love and laughs abound in a film that definitely outdoes its recent sequel.

SCORE 7/10

KINGDOM OF HEAVEN



Orlando Bloom wields a sword once again, with Liam Neeson playing his idealistic dad, in an historical epic from Ridley Scott and set around on the crusades of the 12th century.

SCORE 7/10

A KNIGHT'S TALE



Geoffrey Chaucer meets modern rock, with Heath Ledger playing a peasant squire who joins the jousting circuit despite not being of noble birth, the sneaky scoundrel.

SCORE 8/10

KING ARTHUR: DIRECTOR'S CUT



An attempt to present a realistic portrayal of King Arthur and his Knights of the Round Table. It's far from flawless, but Keira Knightley more than makes up for the lack of magic.

SCORE 7/10



Mummy Returns, The	8	Stuart Little 2	6
National Treasure	7	Stuart Little 3	6
Next Friday	5	Suspect Zero	5
Nightmare Before Christmas, The	10	Team America World Police	8
Nine Songs	6	The creators of <i>South Park</i> provide controversy, satire and childishness of the cleverest kind	
Old Boy	7	Terminator, The	9
Once Upon a Time in Mexico	8	Terminator 3: Rise of the Machines	7
One, The	7	Thirteen Ghosts	7
Ong-Bak	9	Tim Burton's <i>Corpse Bride</i>	8
Phantom of the Opera, The	7	Not quite <i>The Nightmare Before Christmas</i> , but still gorgeously grotesque fairytale fun	
Pirates of the Caribbean	9	Top Gun	10
Predator	9	Training Day	6
Pride and Prejudice (2005)	7	Transformers the Movie	9
Pulp Fiction	9	With a great cast and soundtrack, it's only the lack of extras that stopped this from being a 10	
Punisher, The	5	Transporter 2	6
Reservoir Dogs	10	The plot is completely ridiculous, but this silly sequel makes for entertaining popcorn fodder	
Resident Evil	7	Trial of the Incredible Hulk	7
Resident Evil Apocalypse	6	Underworld: Special Extended Edition	6
Ringers: Lord of the Fans	6	Valiant	6
Robocop	8	Van Helsing	5
Admittedly dated, but still a classic, this is violent and poignant in equal measures		Warriors, The: Ultimate Director's Cut	7
Robots	7	This cult classic may be somewhat dated, but that just adds to its enduring appeal	
R-Point	6	Wedding Crashers	8
Rush Hour	8	The frat pack crashes weddings in order to seduce women, with amusing consequences	
Rush Hour 2	8	Wedding Singer, The	8
S.W.A.T.	8	Welcome to the Jungle	6
Saw: Uncut Version	8	White Chicks	5
Saw II	8	White Noise	6
It doesn't manage to outdo the first film, but the Jigsaw Killer's return is still worth a watch		Wolf Creek	7
Scum	7	Vicious and chilling, this Australian horror is certainly not for the faint-hearted	
Secondhand Lions	7	xXx	8
Se7en	9	xXx2	6
Serenity	8	You Got Served	5
Joss Whedon's axed series <i>Firefly</i> finally gets its first bite of the big screen			
Shawshank Redemption, The	10		
Sin City	9		
Skeleton Key, The	6		
Sky Blue	6		
Top-notch animé, but the impressive CG effects are let down by poor subtitling			
Sky High	8		
Hogwarts meets <i>The Incredibles</i> for a fresh and fun take on the teen movie genre			
Snatch	7		
Species	7		
Spider-Man 2	6		
Spongebob Squarepants Movie, The	7		
Silly humour from the yellow fella that you'll either love or loathe			
Starship Troopers	7		
Stealth	6		
Straw Dogs	8		
A brutal thriller that contains graphic rape scenes, this is well-acted but very disturbing			
Stuart Little	7		

BUNCH OF FIVES

SUSPENSE

Movies that will make sure you stay on the edge of your seat

THE BOURNE IDENTITY



The hunters become the hunted as Matt Damon plays a former government assassin suffering from amnesia who needs to rebuild his memory fast when his former employees want him dead.

SCORE 9/10

SAW: UNCUT VERSION



Saw... Uncut... geddit? Sadistic chiller about a psychopath who subjects his victims to terrifying life-or-death games. It'll keep you on the edge of your seat right up until the end.

SCORE 8/10

THE DESCENT



Tense horror from *Dog Soldiers* director Neil Marshall, about a caving expedition that goes horribly wrong. You won't want to venture underground after seeing this. There's a surprise.

SCORE 8/10

SE7EN



Brad Pitt and Morgan Freeman play two homicide detectives pursuing a twisted serial killer who uses the Seven Deadly Sins as gruesome calling cards. The best ending in film history.

SCORE 9/10

SAW II



While the original is still by far the best, shock hungry *Saw* fans won't want to miss out on a second helping, packed with plenty more twists and turns to keep everyone guessing.

SCORE 8/10

Television

A.T.O.M - Feel the Paine: Volume 1	7
Action-figure spin-off cartoon that's meant for the kids, but we enjoyed it too	
CSI: Grave Danger - The Tarantino Episodes	7
Dirty Sanchez: Series 1	8
Doctor Who (New) Vol. 1	8
Britain's favourite Doctor regenerates in the form of Christopher Eccleston, with Billie Piper as sidekick Rose	
Doctor Who (New) Vol. 4	7
Christopher Eccleston's final episodes as the ninth Doctor. The meaning of 'Bad Wolf' is finally revealed	
Dungeons and Dragons: Volume 1	7
Extras: Series 1	7

Fawlty Towers	10
John Cleese's priceless performance as hotel manager Basil Fawlty in this send-up of British boarding houses makes for one of the best comedy series of all time - unmissable	
He-Man and the Masters of the Universe Vol 1	8
Little Britain: Series 1	8
David Walliams and Matt Lucas introduce their roster of irreverent characters, with hilarious voiceovers from Tom Baker. Fresh and funny	
Little Britain: Series 2	8
Lou, Andy and Vicky Pollard found more fans than ever in what may prove to be their peak	
Men Behaving Badly - Last Orders	6
These final specials fail to recapture the magic of the show's heyday - for completists only	
Mr Bean: Vol. 2	7
Pink Panther Cartoon Collection, The	8
Royle Family: Series 1	7
Smoking Room, The: Series 1	8
Spider-Man: The New Animated Series	7
Steve O: Greatest Hits	8
Ultimate Force: Series 1	5

Comedy

Jamie Foxx: I Might Need Security	7
Peter Kay: Driven to Distraction	7
It's not up to his later standards, but this early piece is still worth watching	
Peter Kay: Live at the Manchester Arena	6

Sport

250 Great Premiership Goals	2
We were disappointed by this poorly-chosen collection, although it may still please some football fans	

Community Project, The	8
See some of snowboarding's biggest names busting a move, with game trailers to boot	
Destination Germany	8
DC Project, The	9
Endless Summer, The	8
Two surfers travel the world in this cheesy but brilliant insight into 60s surfing	
Greatest FA Cup Goals Ever!, The	7
Liverpool: UEFA Champions League Final 2005	8
Magic of Flight, The	7
Soccer AM 2: Top Goals of All Time	8
Super Speedway	8
Teddybear Crisis	8
WWE: From the Vault: Shawn Michaels	7

WWE: Hard Knocks: The Chris Benoit Story	8
Light on in-ring action, but its biographical focus offers plenty of insight into the real Crippler	
WWE: Jake the Snake Roberts: Pick Your Poison	7
WWE: Rob Van Dam: One of a Kind	8
WWE: Self Destruction of the Ultimate Warrior, The	8
WWE: The Monday Night War	7
WWE: Tombstone: The History of the Undertaker	8

Adult

Desperately Sexy Housewives	3
Portable pornography may have its advantages, but this is a poor effort	
Naughty Stewardesses	6
Pink Paradise: Strip-Tease & Table Dance	6
Semi-undressed shenanigans from a bevy of beauties, with lessons and everything	

EVENT HORIZON

Movies you may just want to pre-order

EXPECT IT: 08/05/2006



X2: X-MEN UNITED

Even more impressive than the first film, this will keep you ticking over nicely while you wait for X3 to arrive in the cinema.

EXPECT IT: 08/05/2006



50 FIRST DATES

Touching romantic comedy with Adam Sandler, Drew Barrymore, and what may well be the world's coolest penguin.

EXPECT IT: 08/05/2006



MEN IN BLACK

"Here come the men in black..." You might not realise it, but aliens are everywhere. Luckily Will Smith and Tommy Lee Jones are around to sort them out!

EXPECT IT: 05/06/2006



DOCTOR WHO (NEW SERIES 2): VOL. 1

The TARDIS returns with David Tennant as the Tenth Doctor, with Billie Piper playing sidekick Rose Tyler once again.

UMD VIDEO RELEASE SCHEDULE

All dates are correct at the time of going to press, but are subject to change



If you can't see what you'd like to watch on the shelves of your local emporium, there's every chance that it may well be on the way to a store near you soon...

MAY	
MOVIES	
50 First Dates	08/05/2006
Cell, The	08/05/2006
Cellular	08/05/2006
Desperado	08/05/2006
Elektra	08/05/2006
Jerry Maguire	08/05/2006
Mask, The	08/05/2006
Master and Commander: The Far Side of the World	08/05/2006
Men in Black	08/05/2006
Ocean's Eleven	08/05/2006
Replacement Killers, The	08/05/2006
Spawn	08/05/2006
Spider-Man	08/05/2006
Texas Chainsaw Massacre, The (2003)	08/05/2006
X-Men	08/05/2006
X2: X-Men United	08/05/2006
R-Point	15/05/2006
Second in Command	15/05/2006
Book of Cool, The	22/05/2006
Charlie and the Chocolate Factory	22/05/2006
Fun with Dick and Jane	22/05/2006

Matrix Revolutions, The 22/05/2006

SPORT

Germany 1 England 5 08/05/2006

ADULT

Dirty Mature Women 29/05/2006

JUNE

MOVIES

Anger Management	05/06/2006
Bone Collector, The	05/06/2006
True Romance	12/06/2006
Fog, The	26/06/2006
Seven Swords	26/06/2006
Zathura: A Space Adventure	26/06/2006

TV

Doctor Who (New Series 2): Vol. 1	
Top Gear	05/06/2006

JULY

MOVIES

Final Destination 3	03/07/2006
Hellraiser II: Hellbound	17/07/2006
Hellraiser III: Hell On Earth	17/07/2006
Ninja Dragon	17/07/2006

Is that a cinema in your pocket? Or are you just pleased to see me?



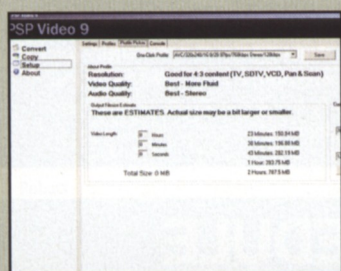
LOOK AT ME!

How to convert video to your PSP

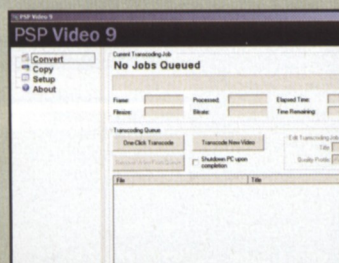
Want to get your favourite video clips, trailers and home movies onto your portable pal who's fun to be with? The simplest to use piece of kit out there is a handy program known as *PSP Video 9* that will convert, rename and transfer your video for you in a few simple steps.

A simple trip onto the web will procure this freeware program for you by visiting: www.pspvideo9.com. Download and install as normal then connect your PSP using your USB lead and start the program.

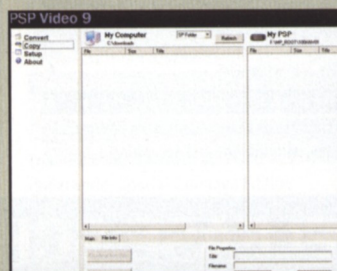
NOTE: The PSP Video 9 Program will only read the following files types, so make sure your source video is in one of these formats. File Types Used: AVI, MPEG, WMV, Quick Time, VOB, TivoToGo



Step 1: After choosing 'Convert' from the menu on the left hand side you will be presented with a new screen. Select the 'Transcode New Video' button from the upper portion of this new window. This will bring prompt you to select the source file. Select your chosen file from your PC.



Step 3: Use the box below the 'Title' you just completed to select your video quality see main feature to decide the quality you require. Once you have set your quality its time to click 'Start' and sit back and let the program do its job. NOTE: Don't be alarmed if the progress bar appears to do nothing, this is normal.



Step 2: With your source clip loaded, you will need to enter a file name in the 'Title' box below the 'Edit Transcoding Job' on the right hand side of your screen. Be aware that this is the title that the file will be known as in your PSP and cannot be changed once the file is complete.



Step 4: Once the conversion is complete, select 'Copy' from the left hand menu. The program will now copy your video to the correct location on your PSP via your USB connection. Go to the PSP home menu and the file will be available for viewing through the 'Video' menu. And that's it!

QUALITY PROFILE

More bang for your buck

The quality of the video you see is roughly proportional to the size of the file in question, which is determined by a number of factors. For example, the more frames per second, the more data needs to be stored. PSP9 comes with several preset profiles to choose from, and these will suffice for most users.

Firmware 2.00 and higher

If you have a Firmware version that starts with the prefix 2., you will want to select 'AVC/320x240/29.97fps/QB30 Stereo/128kbps' which will produce files that are about 1 MB in size for two minutes of play time.

If free space on your memory stick is not an issue, you can use the better quality 'AVC/320x240/29.97fps/QB23 Stereo/128kbps' setting, which is about 1.5 MB for every minute.

For Widescreen Material:

'AVC/368x208/29.97fps/256kbps Stereo/96kbps' will give 2.5 MB per minute.

'AVC/368x208/29.97fps/384kbps Stereo/96kbps' will give better quality at 3.5 MB.

Less than Firmware 2.00

People with an older firmware than version 2.00 can only use SP (Simple Profile) encoding, which is more flexible, but offers a poorer compromise between quality and file size than the AVC profiles.

'SP/320*240/29.97fps/QB4 Stereo/96kbps' is the recommended setting, giving in the region of 1.2 MB per minute.

For widescreen material:

The 'SP/Anime (0-2h)' profile is best suited for TV shows, and will use about 3.5 MB per minute, although the (2.5-3h) profile will only use 2.5 MB. For movies, the 'SP/Movie (0-2h)' profile uses 3.7MB per minute.

As 4:3 ratio images can be automatically scaled to 16:9 using the video playback system on the PSP, using native widescreen transcoding is not usually necessary.

If you check the Profile Picker tab in PSP Video 9's setup menu, there is a tool for working out the memory size required by each profile.

Under the 'Profiles' tab, you can manually configure a custom profile. It gives you a whole heap of options to choose from, including AVC or SP encoding, Continuous or Variable bit rates, frame rate, audio bitrate, etc.

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NEVER MIND THE GAMES...

MUSIC

Give your thumbs a rest and listen up



I don't know about you, but while a lot of my favourite artists are still

showing no inclination of releasing music UMDs any time soon, it's great to be able to download MP3s to play on the go. But with so many legal download sites out there, how do you decide where to get those tunes from? As with choosing a mobile phone, it's difficult to know which provider and plan will suit you best.

We'd advise that you think about how much music you'll want to download each month, so that you can decide whether to enter into a monthly subscription, or whether a pay as you go service would be better suited to your needs. Every month, we check out some of the many legal music download sites out there, in order to bring you reviews of the best and worst – turn to page 87 for this month's verdict.

Also this issue, we've got some great goodies to give away courtesy of Sony BMG (see below), as well as reviews of Godsmack, the Goo Goo Dolls, old favourites Queen and not to mention the excellent hip-hop documentary *Rhyme & Reason* featuring some of the biggest names from the history of rap telling their side of the story. All this and lots more await your aural pleasure. So kick back, turn up the volume, and give your ears something to smile about.

Anne Wollenberg



MORE MONKEYING AROUND

We bet they look good on the dancefloor

The Arctic Monkeys have revealed that they have almost finished writing the follow-up to 2005's *Whatever People Say I Am, That's What I'm Not*, which was the fastest-selling debut ever in UK chart history.

More than ten songs have already been completed, and singer Alex Turner has said that the band has been "writing for a long time... So there are all the songs that we've written since then and

they're all a bit different. I'll just be excited about getting back into the studio." Turner reckons that he thinks the band "write great tunes and we ruffle feathers pretty well."

The Arctic Monkeys bagged the award for Best British Breakthrough Act in this year's Brit Awards, and also received the Best New Band and Best British Band accolades in the NME Awards.



WIN WIN WIN WIN WIN WIN WIN WIN WIN WIN

TUNE ME UP!

In need of some top tunes to play on your PSP? Don't worry, we're here to feed your ears! Thanks to those tuneful types at Sony BMG, we've got three sets of music UMDs to give away. Three lucky winners will each get copies of *The Offspring: The Complete Music Video Collection*, *Tupac Shakur: Thug Angel: The Life of an Outlaw* and *50 Cent: Refuse 2 Die*.

To be in with a chance of winning, simply answer the following question:

Complete the name of the song by The Offspring: Why Don't You Get A...

A: Job B: Cat C: Sony PSP

Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than 23/05/06:

Tune Me Up!, PURE PSP Magazine, Evolve Publishing Ltd, Matford Business Centre, Matford Road, Exeter, Devon, EX2 8ED.

Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Tune Me Up!" and your answer in the subject line.

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KORN RELEASE FIRST LIVE RECORDING

May will see the release of Korn's first live album. Entitled *Live & Rare*, the companion piece to 2004's *Greatest Hits Vol. 1* will feature cover versions of 'One' by Metallica, 'Another Brick In The Wall' by Pink Floyd and 'Earache My Eye' by Cheech and Chong, as well as favourites like 'Blind', 'Falling Away From Me' and 'Freak On A Leash'. Two songs from the band's 1999 Woodstock set are also included, these being 'Gift' and 'A.D.I.D.A.S.'

Live & Rare will be released on 09 May.



NO MORE MISERY FOR NEW MUSE ALBUM

Muse's forthcoming follow-up to 2003's *Absolution* may come as a surprise to fans. Recorded in New York last October, the band's fourth album will see them heading in a new direction.

According to drummer Dominic Howard, "The diversity of the album... might shock fans... Hopefully, it will be a nice shock – ultimately all of them sound like Muse." He describes the new material as being a "very drastic" mix of styles, from "mellow jazz" to "groove-based rock weirdness."



IS GOOGLE GEARING UP TO CHALLENGE ITUNES?

Recent developments suggest that Google may be planning to enter the digital music market, which would be a logical step following the success of Google Video. Google already offers a music search feature, but has yet to enter the field of digital music distribution.

With reports that the company has been meeting with top music industry executives, it looks like the search giant may be gearing up to present a real rival to a certain fruity company.

He's the Diddy, don'tcha know



RHYME & REASON 15

A look behind the bling

Starring: Dr Dre, Chuck D, Ice T, Heavy D, Kurtis Blow, Master P, Q-Tip



Even though rap and hip-hop have now made their way over to the mainstream, there hasn't been very much analysis on film of the genre or the artists, other than a smattering of sensationalist documentaries. *Rhyme & Reason* goes quite a way towards redressing this balance, by conducting interviews with over 80 artists, with input from all periods of the genre's development.

The joy of this documentary is that it doesn't just limit itself to the music, but gives the protagonists a chance to comment on the lifestyle as a whole, including outside influences both musical and physical. The artist list spans the breadth of the industry too, with the crossover and hardcore artists all getting an equal shake of the stick, giving them a chance to say

something of worth beyond the sanitised MTV soundbites that we are used to hearing from them.

Whether you love or hate the music, this is a fascinating look behind all the bling, violence and posturing. *Rhyme & Reason* is well

A CHANCE TO SAY SOMETHING BEYOND THE SANITISED MTV SOUNDBITES WE ARE USED TO

worth checking out for fans and non-fans alike, as a serious examination of the phenomenon and not just a throwaway attempt to grab some headlines. **Marc Powell**

INFORMATION



Release Date: Out Now
Director: Peter Spirer
Distributor: ILC Pink
Original Release: 1997
Running Time: 140 mins

SCORE 8/10



VANS WARPED TOUR 2003 E

The power of the tour bus

Starring: A whole host of punk bands!

This UMD allows you to experience the long-running and highly successful summer festival tour, with tracks from Glassjaw, Avenged Sevenfold, Pennywise, The Used, Less Than Jake, Dropkick Murphys, Sum 41 and more. Live footage is interspersed with interviews and some skateboard and BMX action, and even footage of heavy rain for an authentic festival experience.

Fans of the individual bands may take issue with some of the songs selected, but this is still an enjoyable insight into all things Warped for punk rock lovers. **AW**



TUPAC SHAKUR: THUG ANGEL 18

Angel or devil?

Starring: Tupac, Notorious B.I.G., Snoop Dogg



This documentary takes an in-depth, unblinkered look at the life of the biggest-selling rapper of all time and the best according to many. *Thug Angel* asks whether Tupac was in fact the thug that the media portrayed him to be, or if he was actually a misunderstood revolutionary whose lyrics spoke of poverty, justice and equality.

What's especially captivating is the footage of a school-age Tupac, candidly expressing his beliefs about respect, pride and education. A must see for hip-hop fans. **DK**



GOO GOO DOLLS - LIVE IN ALASKA E

Dizzy up the PSP

Starring: Johnny Rzeznik, Robby Takac, Mike Malinin



Another instalment in the 'Music in High Places' series, which sees various bands packing up their acoustic guitars and jetting off to some of the most beautiful places on earth to produce concert-come-travelogues. This time, New York rock band the Goo Goo Dolls head off to chilly



Alaska for a mixture of music and interviews, with a backdrop of stunning snowy scenery.

It's a shame that favourite *Iris* doesn't appear in the tracklisting, but the Goo Goos put in some beautiful, heartfelt performances, including *Black Balloon* and *Here is Gone*. It might be a little bit on the brief side, but with a mix of great music and breathtaking scenery, it's well worth a listen. **Anne Wollenberg**

INFORMATION



Release Date: Out Now
Director: N/A
Distributor: Sony BMG
Original Release: 2003
Running Time: 105 mins

SCORE 8/10

INFORMATION



Release Date: Out Now
Director: Peter Spirer
Distributor: Sony BMG
Original Release: 2002
Running Time: 92 mins

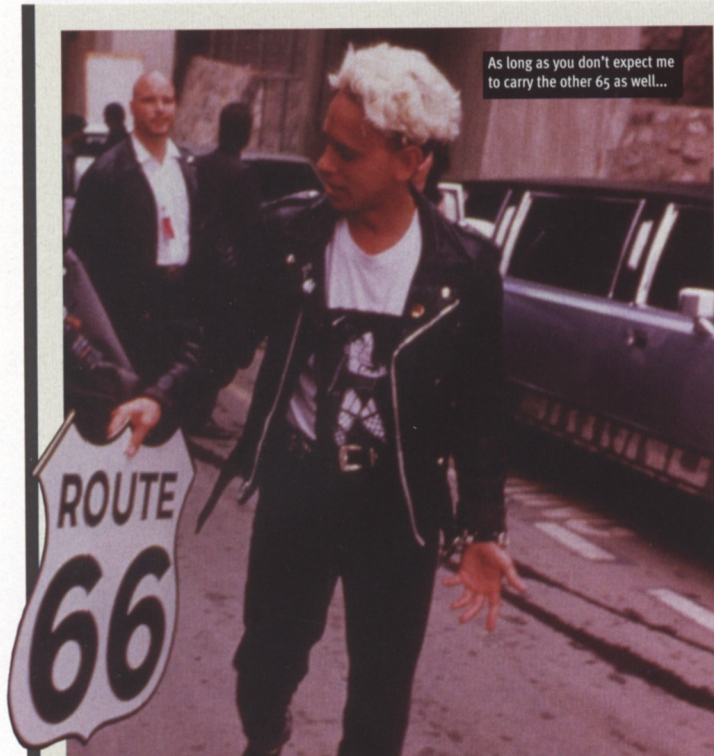
SCORE 9/10

INFORMATION



Release Date: Out Now
Director: N/A
Distributor: Sony BMG
Original Release: 2003
Running Time: 58 mins

SCORE 7/10



DEPECHE MODE: 101 **E**

Some great reward?

Starring: Dave Gahan, Martin Gore, Andrew Fletcher



It's time to take a trip back to the 80s with synth-poppers Depeche Mode in this documentary from D. A. Pennebaker, who's best known for his Bob Dylan film, *Don't Look Back*, as well as his work with Jimi Hendrix and John Lennon.

101 was filmed in 1988, which was a pivotal year for Depeche Mode. This was the year that saw them explode into the musical mainstream. *101* chronicles their 'Music for the Masses' tour, which culminated in the final, 101st date (hence the name), a sold out show at Pasadena's Rose Bowl on 18 June 1988.

Considered to be pioneering due to the fact that it provides one of the earliest examples of reality television, *101* doesn't actually focus on Depeche Mode themselves. Instead, it follows three fans who won a competition

that allowed them to travel with the band for the last leg of the 'Music for the Masses' tour.

The majority of the film revolves around the experiences of these 'bus boys', although it's not without a decent number of performance clips and interview

1988 WAS THE YEAR THAT SAW DEPECHE MODE EXPLODE INTO THE MAINSTREAM //

footage, including new interviews with the three remaining band members. Sadly, Alan Wilder, who left the band in 1995, could not be persuaded to get involved with the project.

While *101* does offer some insight into the band, the heavy emphasis on fan footage means that those simply looking for a Depeche Mode live release would be better off sticking with the *Live in Paris* UMD. However, that's not to say that *101* doesn't make for an interesting watch. Will Evans



© Mute Records 2005

INFORMATION

Release Date: Out Now
Director: D. A. Pennebaker
Distributor: Mute
Original Release: 1999
Running Time: 120 mins

SCORE 6/10



BEEF II 15

War of the words

Starring: 50 Cent, Method Man, Nelly, Ice Cube



Peter Spier's 2003 film *Beef* - which is also available on UMD - was highly acclaimed for its exploration of the history and evolution of verbal warfare in the hip-hop world. Narrated by Keith David (*Crash*, *Transporter 2*), this 2004 follow-up is a continuation of the original film, taking a look at some lesser-known confrontations or 'beefs'.

The host of hip-hop stars interviewed includes D12, 50 Cent, Nelly, Ice Cube, Roxanne Shante, Method Man, Redman and many more, with an original score by executive producer Quincy 'QD3' Jones, who also produced *Tupac Shakur: Thug Angel*, and exclusive archive footage of Eminem, LL Cool J, Cypress Hill and more. This is an interesting look behind the scenes of the hip-hop world. **DK**

INFORMATION



Release Date: Out Now
Director: Peter Spier
Distributor: Sony BMG
Original Release: 2004
Running Time: 85 mins

SCORE 7/10



GODSMACK - LIVE 15

A good smacking

Starring: Sully Erna, Tony Rombola, Robbie Merrill, Shannon Larkin



This UMD sees multi-platinum rock/metal outfit Godsmack taking to the stage for a sold-out show in their hometown of Worcester, Massachusetts, recorded back in Spring 2001.

Godsmack are known for being heavily inspired by Seattle grungers Alice in Chains, and that influence is very much apparent as they crunch and snarl their way through

thirteen of their best tracks, including the hit singles *Whatever* and *Keep Away*.

While there are a few too many shots of the crowd, which can get irritating, this is a high-energy performance that makes for great listening. If you're after a music UMD to bang your head and split your ears to, then you'll definitely want to check this out. **AW**

INFORMATION



Release Date: Out Now
Director: N/A
Distributor: Sony BMG
Original Release: 2003
Running Time: 82 mins

SCORE 8/10



QUEEN: THE MAKING OF A NIGHT AT THE OPERA **E**

Still rocking you

Starring: Brian May, Roger Taylor



This latest release in Eagle Rock's 'Classic Albums' series tells the story behind the making of Queen's breakthrough album of 1975. *A Night at the Opera* was the first of the band's records to go platinum, and it was the album that sent them hurtling to the heights of superstardom.

This documentary provides analysis of the recording process behind each of the tracks on the album, as well as classic live footage, brand new interviews with Brian May and Roger Taylor, brand new acoustic performances, and commentary from producer Roy Thomas Baker, Joe Perry of Aerosmith, Ian Hunter of Mott the Hoople and more. And of course, no Queen documentary would be complete without performance and interview footage of late, great lead singer Freddie Mercury.

This is another great instalment in the 'Classic Albums' series. It's required viewing for any Queen fan, or indeed anyone who's ever performed a dodgy karaoke rendition of *Bohemian Rhapsody*. **AW**

INFORMATION



Release Date: Out Now
Director: Matthew Longfellow
Distributor: Eagle Rock
Original Release: 2006
Running Time: 100 mins

SCORE 9/10

MUSIC DOWNLOADS

Legal MP3 sites

There's a whole world of music just waiting out there for you – and it's all legal...



WIPPIT

www.wippit.com

Wippit offers single downloads priced from 29p, or you can subscribe for £4.99 per month or £50 if you want to pay for a whole year at once. However, while the subscription fee does give you access to 60,000 free downloads, some songs are not available for free even to subscribers, although you will get a discount. Still, 60,000 songs will certainly give you plenty to be getting on with, and your downloads don't ever expire, so they'll still work if you stop subscribing.

Score ★★★★★



KARMADOWNLOAD

www.karmadownload.com

Karmadownload offers tracks from independent labels, with music from various genres including dance, hip-hop, garage and metal. Individual songs are priced at 89p, with a standard album price of £7.99, and you can listen to part of each song for free before you buy. There's a handling fee of 30p on all transactions under £3, which we're less than impressed with, but the site also operates a loyalty scheme: the music you buy will earn you points, which can in turn be exchanged for free downloads.

Score ★★★★★

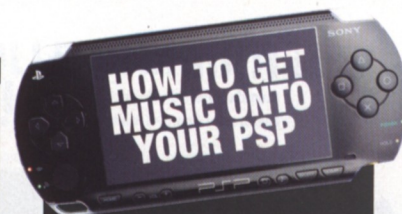


TESCO

www.tescodownloads.com

We're more than a little bit impressed with Tesco's music downloads site. Single downloads are offered at an iTunes-matching 79p, and albums are priced at £7.99. There's a vast selection of music on offer, ranging from the latest chart singles to older classic stuff, and Clubcard holders can even earn points on the music that they buy. You can also download a sample track so that you can ensure your computer system is compatible before you splash your cash.

Score ★★★★★



With the PSP already living in your pocket, it would be a criminal waste not to cram your memory stick with MP3s when it's so easy. Here's how:

To get your CDs converted to mp3 tunes, we recommend you use your PC to download the iTunes software from www.apple.com/itunes/download/ to your PC or Apple Mac.

Run the file from the folder you downloaded it to, and proceed with the installation process as advised onscreen.

Once the software is installed and running, go to 'Edit' then 'Preferences'. From there, go to the 'Advanced' tab, then the 'Importing' sub-tab.

Set 'Import using' to 'MP3 Encoder' and 'Setting' to 'Good Quality (128 kbps)'. If you find the music sounds a bit flat or tinny, you can set it to 'Higher Quality (192 kbps)' instead. Click 'OK' to save your preferences.

Under the 'Source menu', select your album. You can then right-click the track you desire, and choose 'Convert selection to MP3'.

Alternatively, you can tick any combination of tracks, and click 'Import CD to convert them as a batch'. They are now ready to be copied to your memory stick.

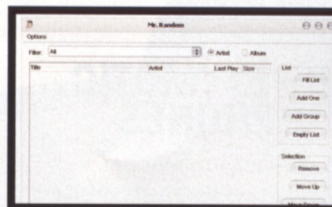
PURE FAVES What's on the team's PSPs this month?

Tim
The Offspring: The Complete Music Video Collection
Being a proud owner of all seven albums from the original pranksters themselves, what could be more appealing than being able to get my grubby little hands on a UMD containing 19 music videos and 10 live performances? Nothing!

Marc
Rob Zombie: Educated Horses
The new album from The Robster and something of a mish-mash, from thumping tracks like *American Witch* and *Foxy, Foxy* to some that frankly as a Zombie fan don't really float my boat. But like they always say about Zombie, "his last album was always his best," so roll on the next release so this one can become another classic.

Anne
Godsmack - Live
I'm a brand new recruit to the cult of Godsmack, having never heard them before I got my hands on this UMD. I'm a big fan of Alice in Chains, who are one of their main influences, and after watching this live show I'll definitely be checking out their albums.

Pete
Coldplay Live 2003
I'm definitely a huge Coldplay fan (in case you hadn't already noticed), and I have to say that they really know how to put on a show. Led by Chris Martin, the band have now taken a short break from recording, which is OK by me as long as they come back soon and continue making quality songs like *Yellow* before I start getting withdrawal symptoms.



TWEAKING TIPS

Vital tools for your musical enjoyment

Are you feeling a bit indecisive and unable to make up your mind which tunes you feel like listening to? Not sure which of your MP3s should make it onto your memory stick? Or maybe you just want your PSP to surprise you. If so, it's time to let Mr. Random take over.

Mr. Random will fill any portable MP3 audio player with music randomly selected from your hard drive. It's a Java application, so it can be run on any computer with Java Runtime Environment version 1.4 or later. You can get hold of it at mr-random.net/random/index.html.

The Transfer Market

To transfer MP3s from your PC to your PSP, hook them up using a USB Mini-B cable. Once they are plugged in, start the PSP and go to 'USB Connection' from the 'Settings' menu. Your PSP will then appear as a removable drive on your PC.

You can now drag and drop files directly to the MUSIC folder on the memory stick. There is also support for one more level of sub-folders under MUSIC, but you cannot have folders within these. So you could have 'X:\PSP\MUSIC\ROCK' or 'X:\PSP\MUSIC\METALLICA' but you could not have 'X:\PSP\MUSIC\ROCK\METALLICA'.

Also, if you select 'shuffle', your PSP will only play random tunes from the current 'group' folder. If you separate songs by artist, you'll only be able to play that artist's song in a random order.

NEVER MIND THE GAMES...

HARDWARE

Enhance your gaming experience with these components

DETAILS ITRIP

Manufacturer: Griffin Technology Price: £28

Features: 3 Channel Memory, carry case supplied, charging port, headphone Port



The portability of the PSP makes it a real boon for MP3 users without those fruity-named players. Now, Griffin is taking MP3 use into a whole new arena for PSP owners. Plug this little number in, tune it to an open frequency and tune your in-car or FM radio to the same frequency to hear your music in glorious multi-speakerdom.

In practice, the system works well and the audio is spot on. There is a slight hiss to the sound initially, but you can compensate for this with a simple movement of the PSP itself to increase the signal to your aerial. With three user-defined preset frequencies and the ability to switch between stereo and mono, the unit not only does exactly as it promises, but adds user-friendliness into the bargain.

Score ★★★★★

GRIFFIN IS TAKING MP3 USE INTO A WHOLE NEW ARENA FOR PSP OWNERS

DETAILS ER6 ETYMOTIC EARPHONES

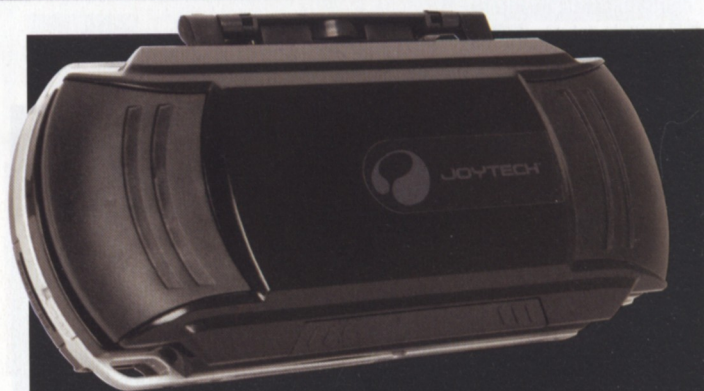
Manufacturer: Wudget UK Price: £28

Features: 3 channel memory, carry case supplied, charging port, headphone Port

A decent pair of headphones is vital for the PSP, if only to stop that irritating misconception that you are listening to an iPod when you're using the supplied white numbers. These tiny little devils provide a decent enough sound quality, with plenty of mid and high end definition. They also fit snugly enough to be worn for extended periods without causing too much pain in the old earlobes.

They also claim to be isolator units that cut external interference to the sound, but when we tested them we found that they still allowed a significant amount of external noise to seep through, unless we rammed the units into the uncomfortable zone of our ear canals. Yes, the sound is good and yes, they are comfortable, but are they really £90 worth of comfort? In our opinion, not really.

Score ★★★★★



DETAILS VISOR EXTREME

Manufacturer: Joytech Price: £9.99

Features: Secure fixing, flip around for play

Sometimes you see a nice-looking idea, but find that when it comes to putting it into practice, it doesn't really live up to its potential. The Visor Extreme from Joytech is one such concept.

Two solid screws secure the item to your PSP either side of the USB port; once in place, the visor flips down to cover your screen and offers some pretty firm protection. To use the machine you simply flip the visor up and round to sit flush against the back of your machine.

Unfortunately, when the visor is in place on the front it doesn't sit completely flush to the unit, meaning that all kinds of dust and nasties can get in between the visor and your screen, negating your reason for putting it on there in the first place. A nice try, but a little more design work is needed.

Score ★★☆☆☆



UMD CLEANER

Manufacturer: Proporta Price: £7.95

Features: Simple to use, cleaning fluid supplied

With your UMDs spending so much time slipping in and out of that rear slot, like death and taxes it's inevitable that some gunk will build up on even the most well cared for disc. This handy little gadget from Proporta will come as a godsend to those of us who end up throwing our discs into pockets and then spend ages picking fluff off before we can use them.

Simply slot your disc in, and a quick drop of fluid and a turn of the handle later you'll have a shiny clean UMD ready for use. Simple to use, yet compact enough to slip in your bag or pocket, this is exactly what you're looking for in a PSP add-on, and at a price that won't break the bank.

Score ★★★★★

PLAYGEAR COLLECTION SPECIAL EDITION

Manufacturer: Logitech Price: £34.99

Features: Carry case, two sets of earphones, audio splitter, leather wrist strap, LCD cleaners

If you want to keep your shiny portable safe and sound, you could do a lot worse than the PlayGear Pocket case. This robust polycarbonate number doubles as a stand for watching movies and, unlike a lot of the other cases out there, it provides access to the WLAN switch and the power and headphone sockets. Not only that, you can also jazz it up with your own custom-made skins, with templates and some ready-made designs available on Logitech's website.

The case costs £14.99 if you buy it on its own, whereas the collection pack will also give you an audio splitter and two pairs of PlayGear Stealth earphones, which are worth £14.99 each, as well as a snazzy black leather wrist strap and an LCD cleaner. Given the value of the individual components, the collection pack offers great value for your cash, and you can have endless fun creating custom skins to pimp up your portable.

Score ★★★★★



TECH PACK XL

Manufacturer: Joytech Price: £19.99

Features: Movie/charger stand, travel case, data charge USB cable, in-car adapter, UMD cases, earphone splitter, screen protector with soft card

Given that it will only set you back £19.99, this accessories pack is pretty impressive. The movie stand will hold your PSP at an angle that's ideally suited for watching UMDs, and to charge it at the same time you simply plug your power cable into the back. You also get a rubberised carry case, with belt strap.

There's room for four or five UMDs inside or, in case you want to make sure they're protected as well as possible, you get two plastic cases to stop them from rattling around. With a USB cable, in-car adaptor, earphone splitter and screen protector plus soft card, the only thing that's missing from this comprehensive pack is a pair of headphones.

Score ★★★★★

IT WILL HOLD YOUR PSP AT AN ANGLE THAT'S IDEAL FOR WATCHING UMDS



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get your foot in
the door?
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NEVER MIND THE GAMES...

BROWSER

Hitchhiking on the information superhighway



We're pleased to see that the hardware companies are showing so much support for the PSP. There are all sorts of nifty

peripherals on the market, such as the lovely iTrip gadget from Griffin, and the new Bluetooth transmitter from Bluetake.

However, a lot of companies seem to be going down that well-trodden road of simply producing the usual round of carry cases and headphones, so PURE applauds those who strike out with something different and actually make the effort to try and expand the PSP's boundaries as much as possible. After all, with all that the machine can do, why should things just be limited to games? The whole point of the PSP is that it's so much more than just a games console.

The forthcoming GPS and camera add-ons, as well as the rumoured first party PSP to TV adaptor, should transform our favourite portable into what many hoped that it would be on its initial launch: an incredible handheld entertainment device that may just become the ultimate in handheld gadgets.

Lee Ware

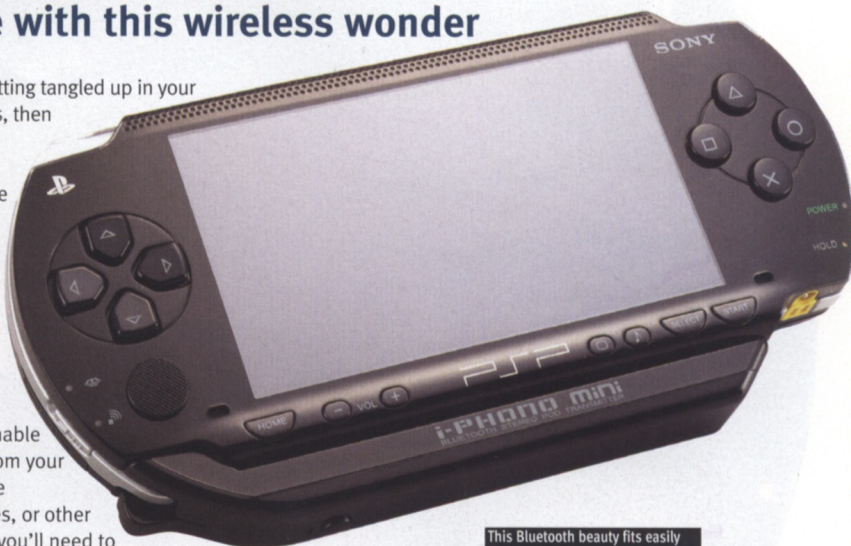
FEELING BLUE?

You will be with this wireless wonder

If you're tired of getting tangled up in your headphone cables, then Taiwan-based

peripherals company Bluetake may just have the solution for you. Bluetake has come up with a rather groovy gadget for use with the PSP, in the form of the i-PHONO mini Bluetooth Stereo Pod Transmitter. This cunning device will enable you to beam music from your PSP to any compatible Bluetooth headphones, or other output device (which you'll need to purchase separately).

You don't even need to install a driver of any kind, as the i-Phono mini simply fits along the bottom of your PSP. All you need to do is plug it into the headset connector jack, and hey presto, you're ready to go. We'll be bringing you more info on this handy bit of kit in forthcoming issues.



This Bluetooth beauty fits easily onto the bottom of your PSP

BEAM MUSIC FROM YOUR PSP TO ANY COMPATIBLE BLUETOOTH HEADPHONES



HE SURE LOOKS LIKE A FUN GUY

There's not mushroom in here...

Having been gamers for many years, we at PURE have long been on the lookout for that holy grail of game junkies worldwide: our very own life-granting 1-up mushroom. Now, thanks to the guys over at thinkgeek.com, this has finally become a reality.

For the outlay of a mere nine dollars, we got our hands on a plastic pipe pot and some spores. The addition of potting compost and a few drops of the supplied food solution, coupled with a suitably dark location, harvested us a very nice little green-topped fella exactly as we'd seen so many times before on the small screen.

The makers' write-up contains claims that it will grant "immortal life beyond dreams of man", but also includes the worrying caveat of "Do not put in face", so it looks like a tasty breakfast of little green mushrooms may be a long way off yet. But still, we have a lovely smiley-faced little friend to give us a warm feeling inside as we realise that an extra life is always on hand in those moments of danger.



weht.net

Have you ever wondered what happened to the likes of Eddie the Eagle, Yahoo Serious or even Rick Moranis? No, we didn't either, that is until we discovered this site a while ago.

Weht is filled with lists of the long lost stars of stage, screen, music, politics and much, much more. You can while away many an hour here seeing how the mighty have fallen, or just taking a good old wander down memory lane.



dresskevin.com

Causing something of a media frenzy in the States, this site gives you your very own living, breathing, dress-up doll. Basically, a guy named Kevin has put pictures of his entire wardrobe online. Every day, he tells you of his activities and you can choose what he should wear. The outfit with the most votes wins. And yes, he actually wears whatever he is told to. Completely mad, but absolute genius at the same time.



flixxpo.com

A treasure trove of unseen commercials, comedy clips, extreme sports videos and the latest movie trailers. In fact, you'll find something here to suit almost every mood and interest. And the best part? All of these videos are free and available for immediate download to your PSP. In fact, Flixpo contains one of the largest free archives of PSP videos that we've seen so far on the web.

NEVER MIND THE GAMES...

BROWSER

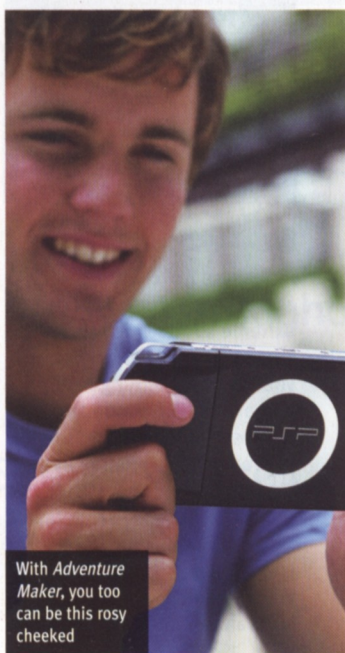
Hitchhiking on the information superhighway



DO IT YOURSELF GAMING

FEEL THE UNBRIDLED POWER OF CREATION

Ever dreamed of creating your own PSP game, only to be put off by your lack of technical knowledge? That's where *Adventure Maker* comes in. Armed with just a PC and your trusty PSP, you can now make your very own games. Join PURE as we take you on a guided tour of this nifty DIY software.



With *Adventure Maker*, you too can be this rosy cheeked

Chances are that you might have tried your hand at creating your own game on at least one occasion, whether on the Sinclairs or Amstrads of old, or using BASIC on the PSOne.

Now, *Adventure Maker* has got would-be PSP games designers in the grip of glee, thanks to the fact that it's an easy aid to the creation of your own adventures. The program allows you to import images or digital photographs and then string them together using links called 'hotspots'. Add text or music as desired and voila! You have your very own PSP game.

Touted as "the only toolkit available to create legal software" for PSPs running firmware 2.0 and upwards, *Adventure Maker* is the brainchild of Frenchman Giovanni Albani, and was originally used to create games for PCs running

Windows. The arrival of the PSP led Albani to adapt the software, allowing designers to unleash their creativity on Sony's latest console.

Hang on, we hear you cry, is this homebrew software? Because the games that are created using the software are uploaded onto memory stick and then played via the bookmarks menu in the PSP's internet browser, *Adventure Maker* can't actually be classified as homebrew, hence the "legal software" tag. Homebrew is defined as software or games that require an early version of the PSP's firmware, typically 1.50.

Albani's toolkit isn't just about creating simple point-and-click adventures. You can also use it to create presentations and panoramas, and it's ideal for educational purposes, such as creating learning games for kids.

The full edition can even be used to make third person games and 360 degree panoramas.

Bring the PSP into the mix, and the imaginative applications of *Adventure Maker* really go into overdrive. As well as making your own games, you can also use the software for all sorts of other purposes. The possibilities really are limitless. You can create an interactive map or guide book with which to entertain tourists, using the PSP to highlight points of interest by zooming in to give more details or information. Parents can create interactive story books for their children, and teachers can take students on panoramic tours of foreign cities, all from our favourite handheld console.

Adventure Maker isn't called a 'toolkit' for nothing. It includes a plethora of programs on top of the

SONY



HERE'S ONE THEY MADE EARLIER

For those of you that don't have the time or the inclination to create your own games but still want to get in on the action, the site has over thirty PC games and eight PSP titles available for download.

These are our highlights of what's on offer for the PSP:



EXOTICA THE STARLIGHT SAVIOUR

This mysteriously-titled offering is a first person adventure that's reminiscent of *Myst*, with some very eye-pleasing graphics.



KILL THE STICKMAN

This simple game does exactly what it says on the tin! It's time to send some poor little stick people to their demise. You big meanie, you.



CAT FIGHTERS

Select your chosen kitty from various fluffy combatants, including Squishy and Terry, then battle and scratch away in this feline fight fest.



T'ALVI

Originally created for Windows, this gorgeous-looking adventure was the very first full-length game ever to be released as a free legal PSP download.



THE MISSING KEYS

Practice that ever-annoying hunt for your lost keys in this photographic quest around a modern, digitised home.

To get these games onto your PSP, you'll need to start by downloading your chosen game onto your PC. You'll need to unzip the file, using a program like WinZip or WinRAR. Connect your PSP to your PC via USB cable and select 'USB Connections' in the 'Settings' menu. You'll then need to go where the game is saved on your PC and run the 'setup.exe' file. Your chosen game will now automatically install itself onto your PSP's memory stick. Once you've unplugged your PSP, you just need to launch the internet browser, go to 'My Bookmarks' and select your chosen game, and you're ready to go!

game editor itself, including *Music Maker* software and support for text, localisation and a variety of audio formats. There's an editor that enables you to manipulate your imported digital images, and you can even use special effects like real time rippling water, smoke and flames in your DIY games.

Of course, you don't have to play the games on your PSP, as it's just as easy to make them work on your home PC. The creation process is just the same and, because the Windows version of *Adventure Maker* has been around for longer, the official site boasts almost forty games and demos that are playable on the PC. These include fantasy and science fiction titles, educational software and even biblical-themed adventures.

You can get your hands on the program for yourself by going to www.adventuremaker.com. It comes in two editions, either as a free download, or the full edition which is able to support larger games, but which you will need to pay for. The site also has various Windows and PSP games for your perusal, along with downloadable plug-ins for use with the full version.

Adventure Maker®

Free toolkit to create point-and-click software for Windows and PSP without programming!



• Welcome!

Welcome to the Adventure Maker website! Click on the colored icons above to navigate. If you are new to Adventure Maker, we recommended you to read the [Overview of Adventure Maker](#).

• What's New:

Mar 2, 2006: 30% discount on

Special Offer!



BROWSER

ADVENTURE MAKER: A BEGINNER'S GUIDE

FEELING A BIT FLUMMOXED BY ALL THIS TOOLKIT TALK? WANT TO MAKE YOUR OWN GAME BUT DON'T KNOW WHERE TO START? ALL YOU NEED IS OUR HANDY HOW TO GUIDE...

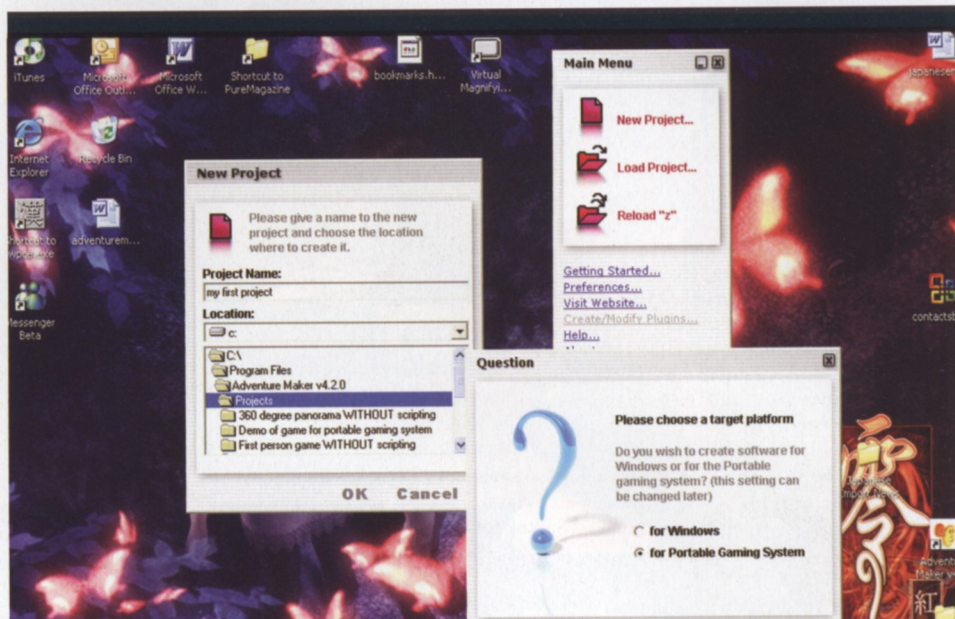
If you think that making your own game sounds like it'll be way too scary and complicated, don't fret! We've slaved away over a hot PC to bring you a step-by-step guide to making your own simple game.

First off, you need to download and install the *Adventure Maker* software. Depending on your Internet connection, this may take a couple of minutes; just be sure to follow the prompts when installing. The program includes a simple tutorial which will walk you through the basics, including how to go about linking your chosen images together using 'hotspots'.

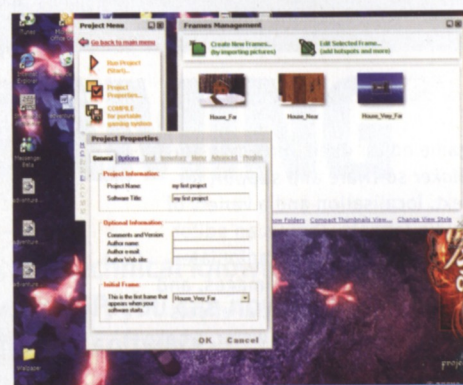
Now you need to gather your pictures. Once you've got an idea in mind, the best way to go about bringing it to the screen is by using a digital camera to take your own shots.



Once you've saved your images onto your PC, run *Adventure Maker* and select 'New Project'. Give your project a name and then select 'For Portable Gaming System'. You will then be taken to the program's hub, where you'll need to click on 'Select New Frames'. Follow the instructions on-screen and select 'Yes' when asked if you want to resize your pictures, as the software will then convert them to the perfect size for the PSP's screen.



Choose the image that you want to start with, and double click on it. This will take you into the 'Frame Editor', which is where the magic happens. Use your mouse to highlight the area of the first image that you want to use to link to the next picture, i.e. the area where you'll click to make the screen change. This will be your 'hotspot'. Clicking on your newly-created 'hotspot' will transport you to the 'Properties Menu', where you'll be able to choose what sort of cursor you want to use, along with your next image. Then it's simply a case of repeating the process until your game is complete.



You should now be ready to take your program for a test run. This will give you an idea of how your game is shaping up, and it will also allow you to play about with the different options and the order of your images, change your 'hotspots' and add text. It is highly recommended that you play through your game a number of times using every option available. This will allow you to see any faults that you may not have noticed during the construction of the game. Well done! Not only are you a games creator, you are also a games tester now.

OVER TO YOU...

Have you used *Adventure Maker* to create your own game? We want to hear from you! Drop us a line with details of your DIY endeavours and we'll feature some of the best ones in future issues of PURE. We'll even send some prizes out to the creators of the games that impress us most. Turn to page 97 for details of how to contact us.





IT'S PLAYTIME!

We know that you want to get the best possible sound out of your PSP, and Logitech's PlayGear Amp is just the ticket, with its slick get-up and well-defined output. It comes ready with all of the cables that you need to get it hooked up to your PSP, and it also provides you with a mounting stand for movie-watching purposes. We liked it so much that we gave it full marks in last issue's review, and now you can get in on the aural action as we've got two of these lovely little beauties to give away, courtesy of those playful PlayGear types over at Logitech.



Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than 23 May:

It's Playtime!, PURE PSP Magazine, Evolve Publishing Ltd, Matford Business Centre, Matford Road, Exeter, Devon, EX2 8ED

Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "It's Playtime! Competition" and your answer in the subject line.

Terms & Conditions:

No cash alternatives can or will be offered. Winners will be selected at random from all correct entries received by the closing date. The editor's decision is final.



To be in with a chance of winning, simply answer the following question:

Which of the following is the name of a famous play?

- A: MacBeth
- B: McDonalds
- C: Mickey Mouse

TIME TO GET GEARED UP!



With a virtually indestructible carry case, two sets of PlayGear Stealth earbuds, PlayGear Share stereo audio splitter, black leather wrist strap and LCD cleaner, the Logitech PlayGear Collection Special Edition will help you to get the most out of your PSP. To keep your PSP safe and sounding great, we've got two of these fab packages to give away thanks to the lovely folk at Logitech.



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To be in with a chance of winning, simply answer the following question:

What is the name of the main character in the Metal Gear games?

- A: So Solid
- B: Solid Snake
- C: Trouser Snake

GET YOUR PSP ONLINE

Open up the worldwide web in the palm of your hand today! You'll need a correctly configured Wireless Access Point, or a wireless router that is connected to the internet and is enabled as a Wireless Access Point, or alternatively one of the useful WiFi Max add-ons from Datel. Make sure the PSP's WiFi switch (left side of unit, directly above the Memory Stick port) is set to the active (up) position.

STEP 1

From the PSP's main menu, go to 'Settings' and scroll down to 'Network Settings'; go to 'Infrastructure Mode'.

STEP 2

Select 'New Connection' and give it any name you choose.

STEP 3

Choose 'Scan' and hit right on the D-pad, then select the appropriate wireless access point from the list. OR:

3b. If you'd like to enter the info manually, choose that option and you'll be prompted for the SSID (Secure Session Identification) name of the server and the type of encryption it is using. This information is configurable in your router's configuration menu.

STEP 4

Having accepted the SSID (do not rename it) and the encryption type, hit right on the D-pad and enter the encryption key if applicable. Remember that the WEP (Wired Equivalent Privacy) key is a 'hash' made up of the pass-phrase you give the router, not the pass-phrase itself.

STEP 5

Select Easy address settings if your router has DHCP and its DNS correctly configured. OR:

5b. If you are unable to have the Wireless Access Point configure your connection correctly, choose 'Custom.' From that menu, pick 'automatic' IP Address Setting if your router correctly assigns an IP from DHCP. Choose 'PPPoE' if you have a Wireless Access Point but no router; it will ask you for your ISP's user and login details. Choose 'manual' to enter the details yourself if your router is not correctly assigning an IP address.

5c. Select the Automatic DNS Setting if your router correctly forwards DNS information. Otherwise, choose manual and enter the gateway's (router's) IP address as the primary DNS server. Choose your ISP's DNS server as the secondary address (either contact them, or take the information from your router's configuration screen).

5d. Choose 'Do Not Use' unless you need to access the Internet via a Proxy Server. Otherwise, select that and enter details.

5e. Choose 'Do Not Start' the Internet Browser, unless your ISP has a post-connection login requirement.

★ LETTER OF THE MONTH

GETTING INTO PERSPECTIVE

Why, why oh why is *Killzone* not going to be an FPS when it comes to the PSP? Like many people, I love playing First Person Shooters, and I was really looking forward to playing *Killzone: Liberation* on the PSP... until I found out that it will be losing the first person perspective. Is it really not going to be an FPS? Can you tell me why they've decided to do this?

E. Lucas, Bristol

We were pretty gutted too when we heard the news that *Killzone: Liberation* is not going to use the first person perspective. From what our spies have told us, it looks like the game is going to be a bit more on the tactical side, and it's set to take a camera angle similar to the one used in *Metal Gear Solid*. According to the folks over at *Killzone* developers Guerilla Games, the reason they decided to make the change in perspective is because of the fact that previous FPS titles on the PSP, such as *Coded Arms*, have failed to make an impression. And we were hoping that they'd jump at the challenge. All we can say is: humbug.

CAN'T BEAT THE CHEATS

After getting my manager at the shop where I work to see if there were any PSP mags out there, she finally found yours. After reading it, I've got to tell you it took my mind away. But there is one thing missing! That is a cheat area, but I can do without that.

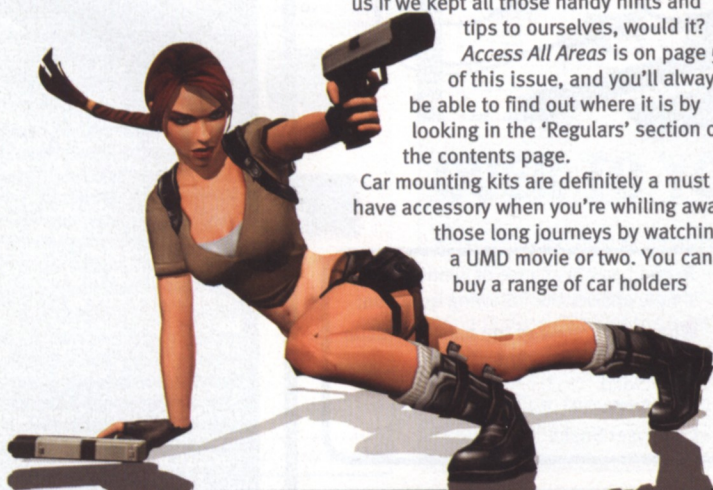
Also, do you know where I can get a car holder for my PSP, because every time I watch a UMD I'm looking down at the screen and that gives me a bad neck? Thanks!

Tom Gregory, Carterton

We do in fact have a cheats section, Tom! After all, it wouldn't be very charitable of us if we kept all those handy hints and tips to ourselves, would it? *Access All Areas* is on page 52 of this issue, and you'll always be able to find out where it is by looking in the 'Regulars' section of the contents page.

Car mounting kits are definitely a must have accessory when you're whiling away those long journeys by watching a UMD movie or two. You can buy a range of car holders

Lara's breakdancing didn't impress Mr Cowell one bit.



online from Lik-Sang, or why not give your local games shop a go?

STICKING IT TO YOU

Can you tell me where I can buy a replacement analogue knob, as my original one broke? I have been searching all over the place with no luck. Please help! Thank you!

Peter Tibbott, via email

Panic not, my friend, for thou shalt have a new analogue stick, and thou shalt be able to play on thy PSP once more. Replacement sticks are readily available on ye olde interweb; we'd suggest giving Proporta a try.

LET IT RIP

Way back in Issue 1, you had an article that showed how to convert DVDs into MP4. I downloaded the PSP Video 9 software, but I was then disappointed to find out that the ripper you recommended could not be downloaded from the website any more. Can you recommend any other good rippers to download and can you possibly include instructions on how to use it properly again? Me and loads of other people would be really grateful.

Ryan Llewellyn, via email

Unfortunately, the ripper that was recommended has fallen foul of copyright laws and with the clampdown on ripping programs in general, we are in a very sticky legal situation when it comes to recommending them. Your best bet would be a visit to a site such as dvdrhelp.com who may be able to point you in the right direction for the tools you need.

IMPORT-ANT INFO

Hi all at PURE, I am just writing to say that I love your magazine and that I have mainly all the games that you have reviewed and said are good. I never really get a game without checking out the mag first. And I know you review imported games, and was wondering what is the best game to import at the moment from anywhere and if it is worth bothering to do so?

Calum Pike, via email

Aw shucks Calum, you've made us blush. We reckon it's worth importing if you want to get your hands on a game that's not

I CAN'T BELIEVE I SAID THAT!

The most PURE things we said in the office this month...

Give this a quick sniff, would you? *Anne*
I could sit for hours twiddling with one of those. *Marc*
Quick! Someone say something stupid. *Anne*



WIN! ON BROADWAY!

It's a movie based on a musical! *The Producers*, Mel Brooks' all-singing, all-dancing Broadway extravaganza, is out now on UMD and DVD, and we've got five UMDs to give away thanks to those musical peeps over at Sony Pictures Home Entertainment. To be in with a chance of winning, simply answer the following question:

In what city is *The Producers* set?

- A: Paris
B: New York
C: Bolton



Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than 23 May: On Broadway!, PURE PSP Magazine, Evolve Publishing Ltd, Matford Business Centre, Matford Road, Exeter, Devon, EX2 8ED. CybergEEKs can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "On Broadway!" and your answer in the subject line. *The Producers* is out now to buy on DVD and UMD Video and to rent on DVD. Terms & Conditions: No cash alternatives can or will be offered. Winners will be selected at random from all correct entries received by the closing date. The editor's decision is final.

available over here, although when it comes to Japanese games, you will need to bear in mind that you might need to track down an English translation to help you with the menus, manuals etc, unless of course you speak the language! You can often find these on the Internet; try using your favourite search engine to have a look.

We've been having a whale of a time with a Japanese drumming game called *Taiko no Tatsujin Portable* – the office walls have been shaking from the sounds of us tapping away in time to 'We Will Rock You'. It's utterly crazy and surprisingly addictive (and has inspired a level of competitiveness among the PURE staff that's usually reserved only for *WipEout Pure*). Another Japanese game you might want to check out is train simulator *Densha de GO!*, and Stateside-wise, we really enjoyed *MLB 06 The Show*.

WHAT A LORRA LARA

I just wanted to write in and say thanks for a great magazine! I really enjoyed your feature on *Tomb Raider: Legend* – I'm very pleased to see that the game looks like it's going



Proof that no matter how big your gun is, you can still look camp.

to be good on the PSP as I wasn't sure how well the lovely Lara would fare on being shrunk down to pocket-size! Keep up the good work. **Jamie Hewer, Bristol** We're definitely glad of the opportunity to carry the lovely lady Lara around in our pockets. Cue terrible puns on the word "handheld".

UNEARTHLY PLEASURES

I know a lot of people complain about the fact that some PSP games are basically just ports from the PS2, but I'd love to be able to play *Devil May Cry* on the go. Can you tell me if there are any plans to bring the series to the PSP?

Chris Polley, Maidstone

Well Chris, we're delighted to be able to tell you that Capcom has indeed officially announced that *Devil May Cry* will be coming to the PSP! And it's not going to be a port, either. The game's title has yet to be revealed, but our spies tell us that it may well be *Devil May Cry: Dance of Sparda*. A release date has also not yet been announced, but the game should materialise by the end of this year (keep your fingers crossed). We'll bring you more news on this as soon as we have it.

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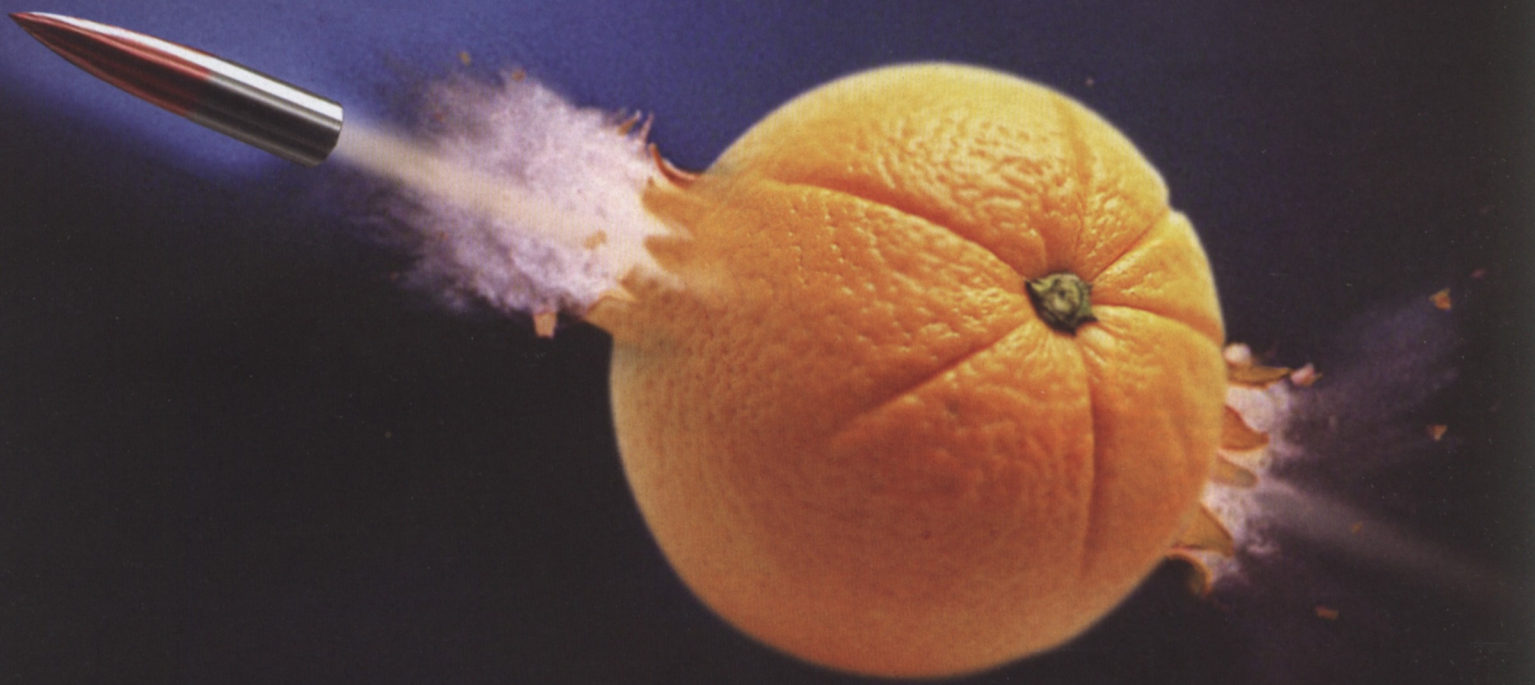
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No cash alternatives can or will be offered. Winners and prizes will be selected at random from all correct entries received. The editor's decision is final.

We would like to apologise to Atari, The Dragonball Z: Shin Budokai review last issue was taken from early code and as such may not represent the finished quality of the game. Sorry guys.

NEXT ISSUE



FILTERED JUICE?

FULL REVIEWS NEXT ISSUE

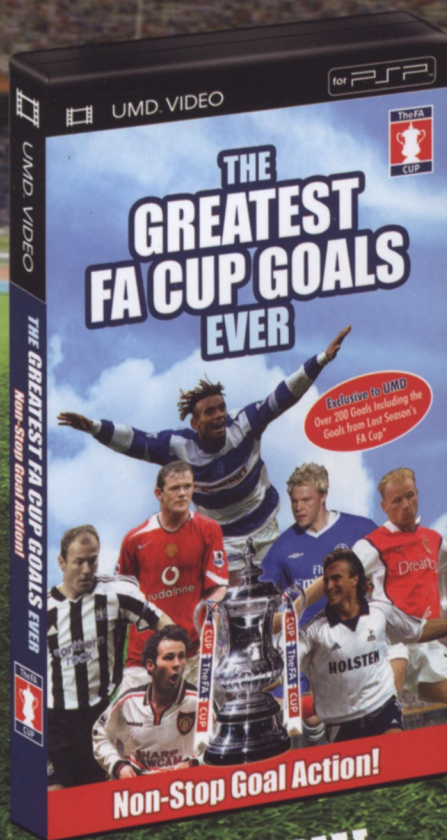
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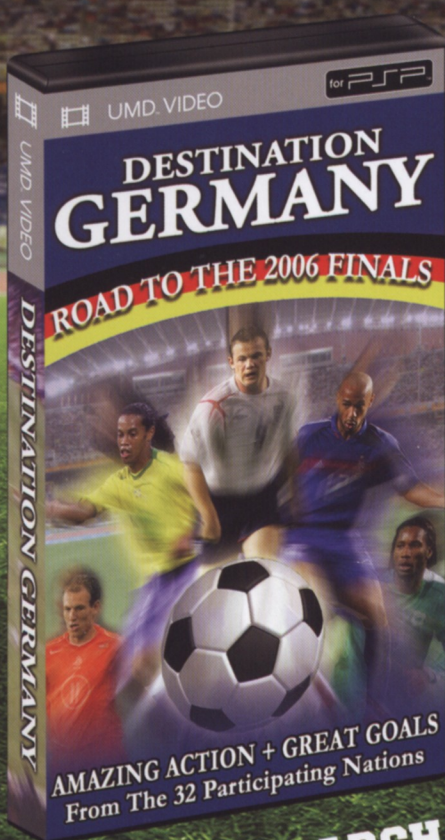
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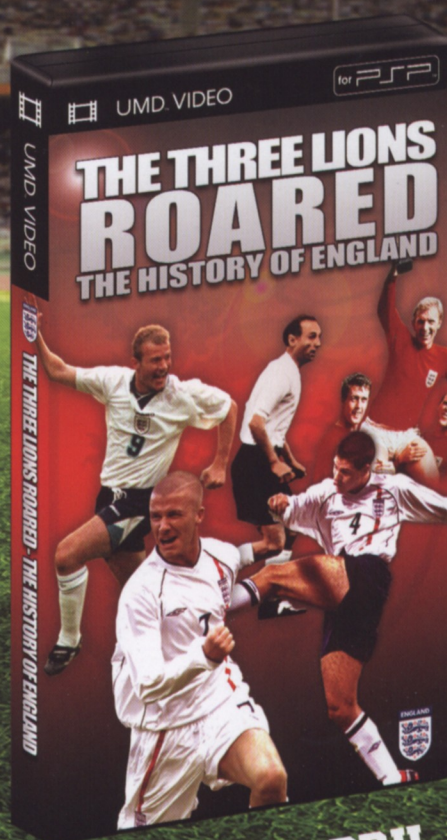
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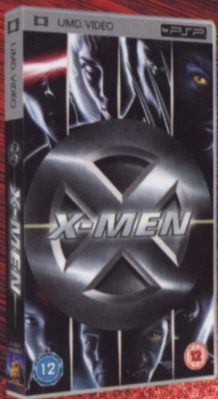
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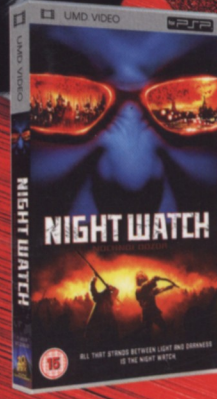
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